



ezShoot User Manual

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ezShoot

Guide to the use of ezShoot Cashiering Software

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Table of Contents

Foreword	0
Part I Introduction	1
1 Welcome to ezShoot	1
2 In the Beginning	1
Part II Define Organization	2
1 Memberships	3
2 Fees	4
3 Discounts	5
4 ATA Organization	7
5 Reporting Requirements	7
6 PreSquad Fees	8
Part III Define a Shoot	9
1 Define Events	10
Basic Edit Facility	12
Edit a Single Event	14
Advanced Edit Facility	15
Defining Events.....	16
Event Trophy List.....	18
2 Define Purses and Options	20
Basic Edit Facility	21
Regular Purse	23
Added Money	25
Perpetual 50.....	25
Perpetual 100.....	26
Lew is Purse	26
Lew is Purse Rules	26
Miller Purse	27
Special Event.....	28
Dipstick Purse	28
Advanced Edit Facility	28
Defining Optional Monies	29
Types of Options and Purses.....	30
Money Division Methods	31
Added Money	32
Purse Regular	34
25 Options	35
50 Options	35
Perpetual 50s.....	36
Perpetual 100s.....	37
Lew is Purse	37
Lew is Purse Rules	38
Miller Purse	38
Special Event.....	39
Dipstick Purse	40
Edit Trophy List	41

Part IV Shooter Information	42
1 Basic Shooter Entry	43
Find & Edit a Shooter in this Shoot	43
Add Shooter to this Shoot	44
Brand New ATA Member	46
Unknown ATA Shooter	46
Shooter Classification	46
Classification Details	47
Classification Averages	49
Other Shooter Information	49
Shooter Groupings	50
Shooter Special Event	51
Shooter Personal Information	51
Setting Events	52
Squadded vs. Pre-Squadded	54
Setting Options	55
Withdraw / Disqualify	55
Entry Errors	56
Search for Shooter in Master DB	57
Squadding Errors	57
2 Pre-Squadding Desk	58
3 Classification Desk	60
4 Squadding Desk	61
5 Cashier's Desk	62
Part V Event Scores	66
1 Enter or Edit Scores	66
2 Printing Scores	67
3 Event Reports	68
Part VI Event Reports	68
1 Score Boards	69
2 Event Statistics	70
3 Hustler List	71
4 Mini Table Top	72
5 Large Table Top	73
6 High Gun	74
7 High Gun by Class	76
8 Alphabetical	77
9 Shooter Number	78
10 High Gun Master Detail	79
11 Option Players List	79
12 Validate Squadding	80
13 Trophy List	81
Part VII Event Labels	82
1 Event Squad Sheet	83

2 Event Lane Sheet	84
3 Event Address Labels	84
4 Event Bank Labels	85

Part VIII Procedures 86

1 Start ezShoot	86
2 Setup a New Shoot	86
3 Review Shoot Definition	86
4 Before the Shoot	86
Compare Sign up & Shooter Entry	87
5 Start of Shoot	88
6 Start of Event	88
7 End of Event	90
Suggested Singles & Doubles Events	91
Suggested Handicap Event	92
Assign Trophy Winners	93
Calculations for an Event	95
Class Advance	98
Earned Yardage	100
8 Steps to Run a Successful Special Event	102
Initialize Special Event Groups	104
Edit Shooter's Sale ID	105
Reprint Special Event Groups	106
Build Buyer Table	107
Assign Buyers to Sale ID	108
Special Event Spread Sheet	108
Cashier's Special Event Report	109
Shooter's Special Event Report	110
9 End of Shoot	111
Club Financial	112
Earned Yardage Letters	117
ATA & State Reports	119
Trap & Field Report	121
Web Trophy List	122
Merge Shoot to Database	123
Checks and Register	124
Printing	125
Voiding	127

Part IX Edit Preferences 127

1 Edit Printer Settings	127
2 Edit General Preferences	128

Part X Execute SQL Command 132

Part XI Backup Shoots 136

1 Compressed Backup	136
2 Transportable Backup	137

Part XII Shooter and Membership Lists 138

1 Club Membership	139
Select Club Members for Reports	142
Club Membership Reports & Labels	144
Club Membership EMail and Fax	145
2 Local ATA Shooters	145
Select Local ATA Shooters for Reports	147
Local ATA Shooter Reports & Labels	147
Local ATA Shooter EMail and Fax	148
3 ATA Membership	148
Select ATA Shooters for Reports	150
ATA Master Shooter Labels	150
EMail and Fax	151

Part XIII Distribution List Tools 151

1 EMail Distribution	152
-----------------------------------	------------

Part XIV Install ezShoot 153

1 Installation of InterBase	154
2 Installation of ezShoot	164
3 Upgrade to ezShoot Network Edition	168

Part XV Product Support 171

1 Getting Started with Remote Support	171
2 Starting the Support Session	172
3 During the Support Session	174
4 Ending the Support Session	175

Part XVI Using PreSquad.Com 175

1 PreSquad.Com Online	176
2 Import PreSquad.com Data	177

Part XVII Uninstall ezShoot 178

Index	179
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1 Introduction

So... You have been *chosen* to cashier a shoot... ezShoot has been built to make your job as easy as possible. But don't kid yourself, you have a lot of work ahead.

1.1 Welcome to ezShoot

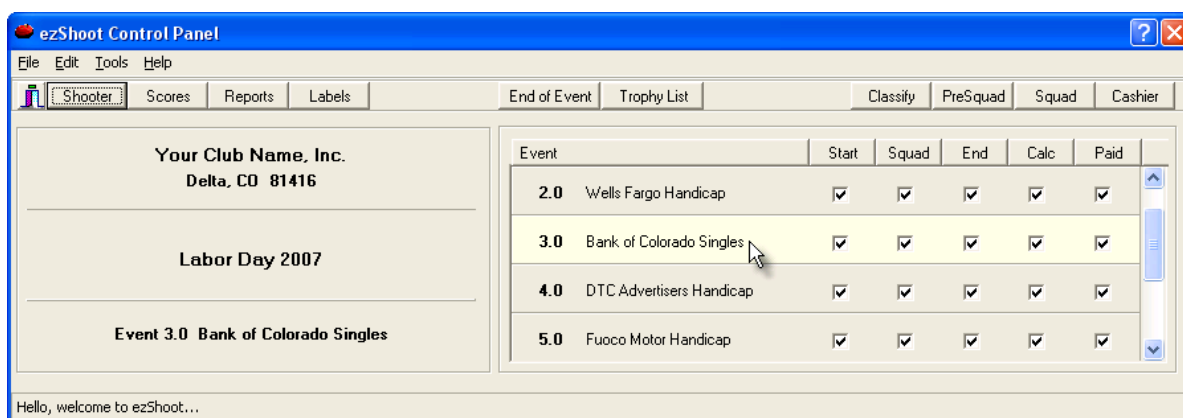
Let's begin by getting some documentation to use for reference. By default, ezShoot is installed into C:\Program Files\Kaup\ezShoot folder, and is delivered with the following files:

1. [Install Folder]\Documentation\Help\ezShoot.pdf
This PDF file is laid out to print one page per 8.5" x 11" to be used with a three ring binder.
2. [Install Folder]\Documentation\Help\ezShoot Help.exe
Microsoft e-Book in Windows Executable Format.
3. [Install Folder]\Documentation\Help\ezShoot.chm
HTML based compiled Windows Help for Windows 98 or later. If you are viewing this documentation via the Help menu selection, you are really looking at this file.
4. [Install Folder]\Documentation\Help\ezShoot.hlp
Classic WinHelp for all Windows versions.
5. [Install Folder]\Documentation\Help\HTML\index.html
This folder contains most of the documentation in a browser compatible HTML mode. However, it does use javascript and frames.

I personally prefer option number 1, but it does require more paper. However, it leaves room for notes and reminders.

1.2 In the Beginning

This is the first window you see when you open ezShoot. Notice your club name is on the left side. It also tells what shoot you are having that day and what event is considered the default. The **default event** is defined by double clicking the **event number** or **event name**, which will highlight that event in the control and show it in the left panel of the form. The default event is used throughout ezShoot in an effort to reduce data entry.



A few comments about this form may help with the learning curve:

1. The default event refers to the event that may have scores entered; and other windows will ASSUME as the event to be worked on.
2. The buttons across the top of the form are used throughout the days of running a shoot.
3. Menu items (e.g. **Edit -> Organizations**) are for work that is performed to set up a shoot, control printers, end a shoot, examine already prepared reports, and other types of tools that are used occasionally.
4. All functions are available to the Desktop Version of ezShoot; but in the Network Version, there are controls that will not appear or will be disabled if not running on the server machine.

2 Define Organization

One of the first items that must be taken care of after the installation is defining all of the **organizations** that will be needed. An organization (e.g. the Club, the ATA, etc.) must be defined so that memberships, daily fees, etc. may be collected and paid properly by ezShoot. Using the menu item **Edit -> Organizations** the following window will appear.

Org ID	Abbreviation	Name
2	ATA	Amatuer Trapshooting Association
9	ATA HOF	ATA Hall of Fame
3	CSTA	Colorado State Trapshooting Association
8	CSTA HOF	CSTA Hall of Fame
1	DTC	Delta Trap Club, Inc.
10	NSSF	High Plains Clay Busters
5	NRA	National Rifle Association
6	PITA	Pacific International Trapshooting Assoc
7	SCTP	Scholastic Clay Target Program
4	SW ZONE	Southwest Zone

Most clubs will only need the basic setup which would include:

- The Amateur Trapshooting Association.
- The State Trapshooting Association.
- The Club.

If your club sells NRA memberships, holds PITA shoots, withholds purse money for SCTP or ATA Hall of Fame, etc., then you may need some of the other entries. Any entry in the list may be selected by a single click of the mouse, and then click the Edit button. Double clicking will automatically Edit the

entry. A right mouse click will show a small popup menu from which to select the Edit or Delete functions.

In this case, the Club Entry is shown below. ezShoot is delivered with a phoney "Your Club", and "State" defined. These should be edited to reflect your club's actual name, address, and reasonable abbreviation:

Organization Information

Organization Basics | Membership Types | Fees and/or Discounts | Reporting Requirements

ID: 1 Abbreviation: DTC

Name: Delta Trap Club, Inc.

Attention: Roger Polfer

Street:

P.O. Box: PO Box 1061

City: Delta

State: CO EMail:

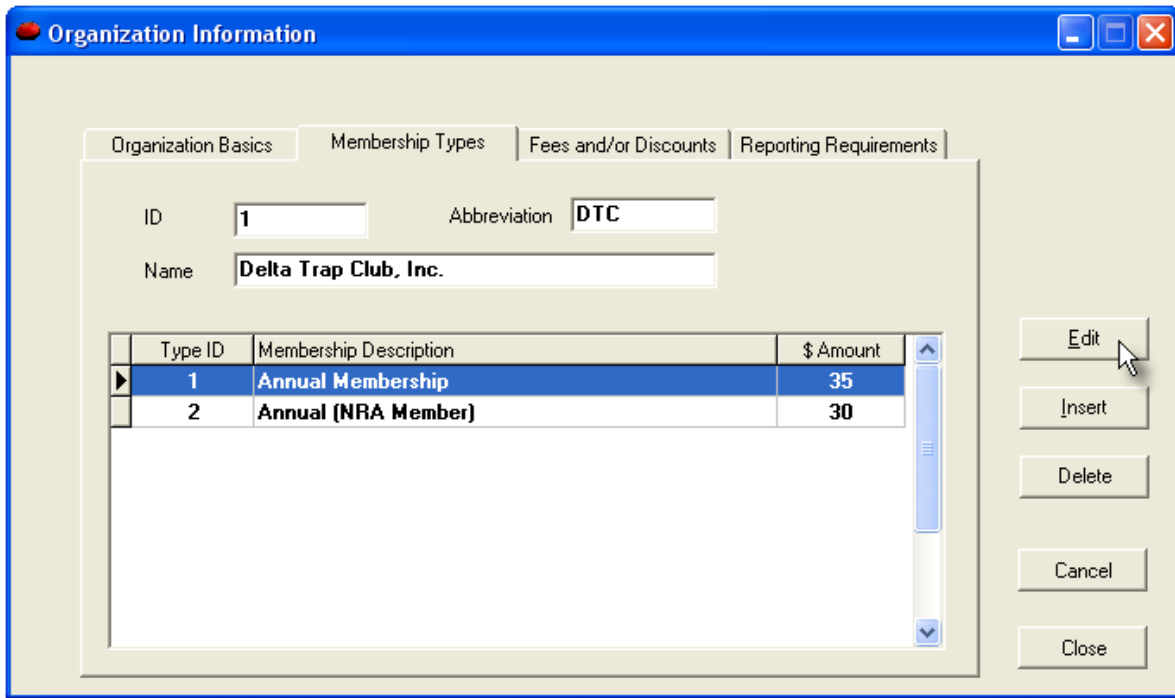
Zip: 81416 Phone: 970.856.8064 Our ID:

Cancel

Close

2.1 Memberships

Each organization may have many types of memberships. The example shows two... An annual membership with a second type that is slightly cheaper since the club member is also a member of the NRA.

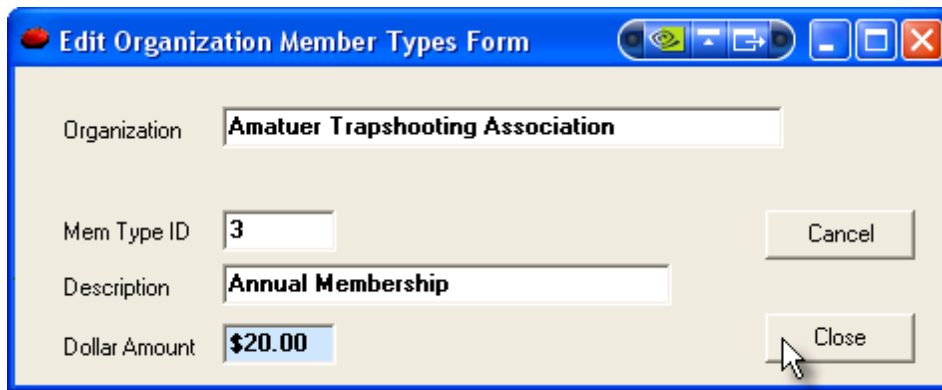


The **Organization Information** dialog box has four tabs: **Organization Basics**, **Membership Types**, **Fees and/or Discounts**, and **Reporting Requirements**. The **Organization Basics** tab is active, showing fields for ID (1), Abbreviation (DTC), and Name (Delta Trap Club, Inc.). Below these is a table with columns Type ID, Membership Description, and \$ Amount.

Type ID	Membership Description	\$ Amount
1	Annual Membership	35
2	Annual (NRA Member)	30

On the right side of the dialog are buttons for Edit, Insert, Delete, Cancel, and Close. A mouse cursor is pointing at the Edit button.

Again, any entry may be edited by double clicking, or first selecting and then clicking the Edit button. On the form below, the description and dollar value may be changed.



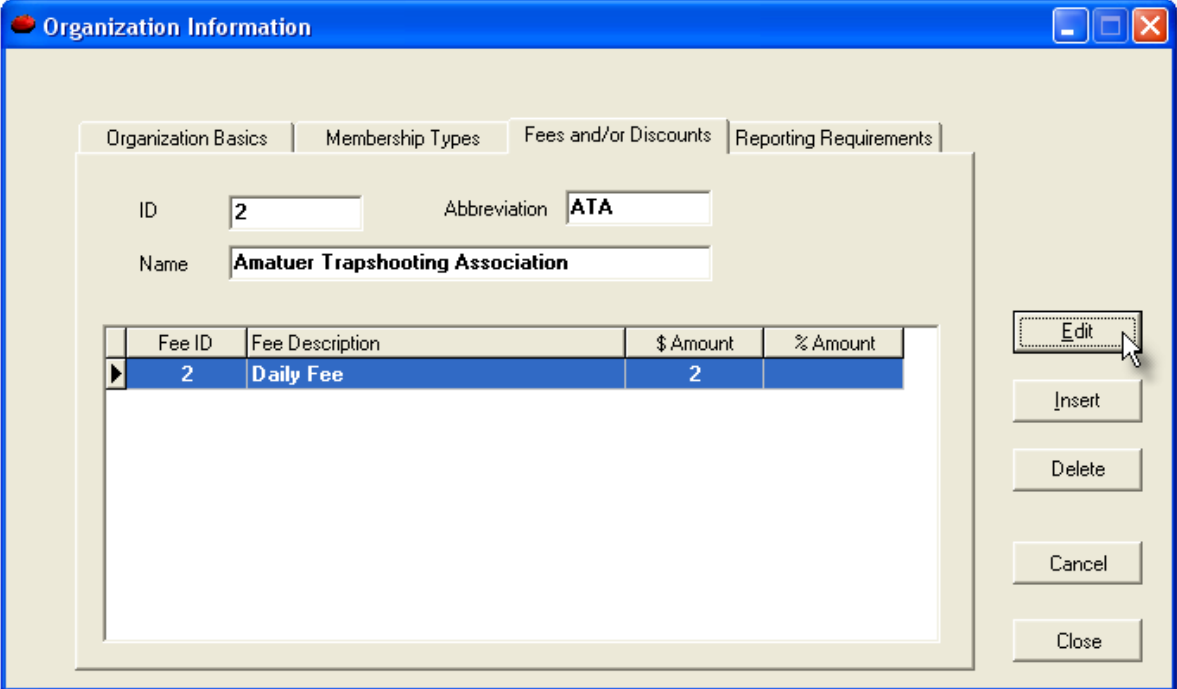
The **Edit Organization Member Types Form** dialog box shows fields for Organization (Amatuer Trapshooting Association), Mem Type ID (3), Description (Annual Membership), and Dollar Amount (\$20.00). There are Cancel and Close buttons on the right. A mouse cursor is pointing at the Close button.

2.2 Fees

Of course, some organizations have fees! There are several types of fees than may be entered:

- Daily.
- Per 100 Event.
- JR Discounts.
- Shoot attendance Fees.

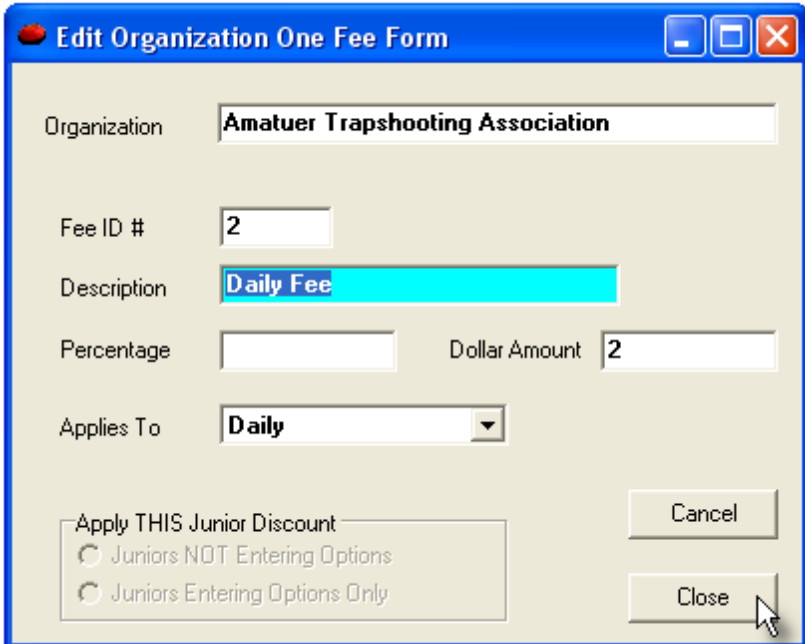
Below, we see how the ATA Daily Fee is defined.



The "Organization Information" dialog box has four tabs: "Organization Basics", "Membership Types", "Fees and/or Discounts", and "Reporting Requirements". The "Fees and/or Discounts" tab is active. It contains fields for "ID" (2), "Abbreviation" (ATA), and "Name" (Amatuer Trapshooting Association). Below these is a table with columns "Fee ID", "Fee Description", "\$ Amount", and "% Amount". The table contains one row: Fee ID 2, Fee Description Daily Fee, \$ Amount 2, and % Amount (empty). To the right of the table are buttons: "Edit", "Insert", "Delete", "Cancel", and "Close". A mouse cursor is pointing at the "Edit" button.

Fee ID	Fee Description	\$ Amount	% Amount
2	Daily Fee	2	

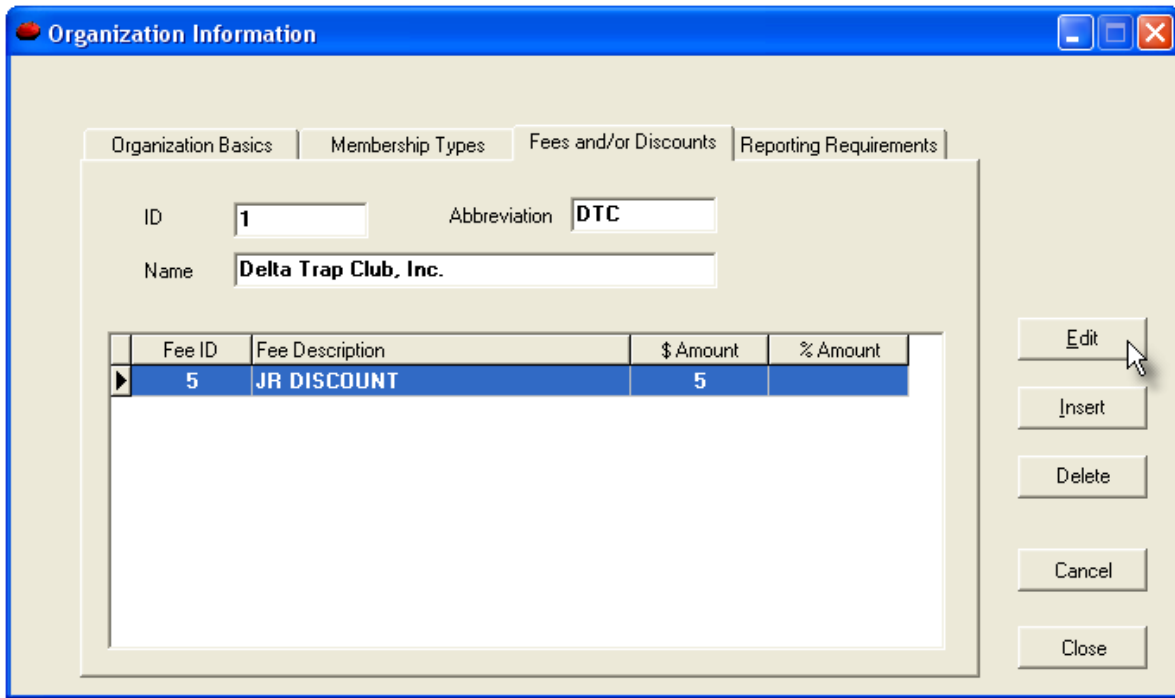
At this time, the ATA Daily fee is \$2.00. The "Applies To" pull down list defines how the fee is collected.



The "Edit Organization One Fee Form" dialog box shows details for the "Amatuer Trapshooting Association". It includes fields for "Organization" (Amatuer Trapshooting Association), "Fee ID #" (2), "Description" (Daily Fee), "Percentage" (empty), "Dollar Amount" (2), and "Applies To" (Daily). At the bottom, there is a section "Apply THIS Junior Discount" with two radio buttons: "Juniors NOT Entering Options" and "Juniors Entering Options Only". Buttons for "Cancel" and "Close" are on the right. A mouse cursor is pointing at the "Close" button.

2.3 Discounts

Organizations having discounts may also define them here! In this window, we see the club allows a \$5.00 discount for junior shooters.



The "Organization Information" dialog box has four tabs: "Organization Basics", "Membership Types", "Fees and/or Discounts", and "Reporting Requirements". The "Fees and/or Discounts" tab is active. It shows the following information:

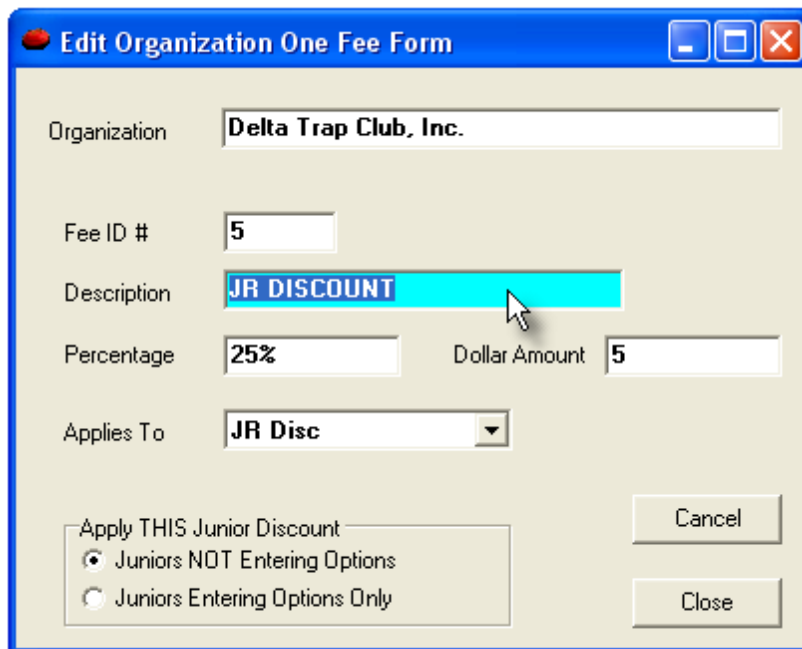
- ID: 1
- Abbreviation: DTC
- Name: Delta Trap Club, Inc.

Fee ID	Fee Description	\$ Amount	% Amount
5	JR DISCOUNT	5	

On the right side of the dialog, there are buttons: Edit, Insert, Delete, Cancel, and Close. A mouse cursor is pointing at the "Edit" button.

Below we show changing the definition of the junior discount to be 25% of the target fees up to a maximum of \$5.00. If your club were offering a straight 25% discount without a maximum, then just change the dollar amount to be blank. Notice, that the Applies To pull down list is set to JR Disc, and the radio box "Juniors NOT Entering Options" is set.

Of course, it is possible to have two different Junior Discounts... One for juniors NOT entering options, and a different discount if they are entering options. The fees and/or discounts are cumulative across all organizations that are referenced by the shoot.



The "Edit Organization One Fee Form" dialog box shows the following information:

- Organization: Delta Trap Club, Inc.
- Fee ID #: 5
- Description: JR DISCOUNT
- Percentage: 25%
- Dollar Amount: 5
- Applies To: JR Disc

At the bottom, there are two radio buttons under the heading "Apply THIS Junior Discount":

- ☒ Juniors NOT Entering Options
- ☐ Juniors Entering Options Only

On the right side, there are buttons: Cancel and Close.

2.4 ATA Organization

Since the ATA is the primary sanctioning body of most of our registered shoots, it is necessary to have an Organization defined. Each club throwing registered ATA targets is assigned an ID. Usually available on the blue, credit card style, card. The number is often shown as "09 050." However, ezShoot and the ATA want this number reported with the space character replaced with an additional zero (i.e. 090050).

This club ID **must** be defined for the ATA Organization prior to validating your ezShoot license.

The screenshot shows a software window titled "Organization Information" with a blue title bar and standard Windows window controls. Inside, there are four tabs: "Organization Basics", "Membership Types", "Fees and/or Discounts", and "Reporting Requirements". The "Organization Basics" tab is selected. It contains several input fields for organization details. The "ID" field contains the number "2". The "Abbreviation" field contains "ATA" and is highlighted with a red border. The "Name" field contains "Amatuer Trapshooting Association". The "Attention" field is empty. The "Street" field contains "601 West National Road". The "P.O. Box" field is empty. The "City" field contains "Vandalia". The "State" field contains "OH". The "Email" field is empty. The "Zip" field contains "45377". The "Phone" field contains "937.898.4638". The "Our ID" field contains "090050". On the right side of the dialog, there are two buttons: "Cancel" and "Close". A mouse cursor is pointing at the "Cancel" button.

Field	Value
ID	2
Abbreviation	ATA
Name	Amatuer Trapshooting Association
Attention	
Street	601 West National Road
P.O. Box	
City	Vandalia
State	OH
Email	
Zip	45377
Phone	937.898.4638
Our ID	090050

2.5 Reporting Requirements

Each organization may have different reporting requirements, so the requirements must be defined.

The screenshot shows the 'Organization Information' dialog box with the 'Organization Basics' tab selected. The fields are as follows:

Field	Value
ID	1
Abbreviation	DTC
Name	Delta Trap Club, Inc.

Below the input fields are several checkboxes:

- ☒ Header Page
- ☒ Shoot Statistics
- ☐ Calculation Statistics
- ☐ Earned Yardage / Class Advances
- ☐ New Shooters
- ☐ Shooter Report
- ☐ Floppy Disk

Buttons: Cancel, Close

2.6 PreSquad Fees

ezShoot currently supports pre-squadding fees based on each shooter. The fees defined for the CLUB organization are ONLY for the Current Open Shoot, and will apply when using the local pre-squadding function, or while loading information from PreSquad.Com.

The screenshot shows the 'Organization Information' dialog box with the 'PreSquad Fees' tab selected. The fields are as follows:

Field	Value
ID	1
Abbreviation	DTC
Name	Delta Trap Club, Inc.
Type of PreSquad Fee	Per Shooter

Below the 'Type of PreSquad Fee' dropdown is a section titled 'Per Shooter Fees' with the following values:

PreSquad Fee	\$11.00
Refund	\$10.00
Retained	\$1.00

On the right side of the dialog, there is a text box with the following content:

Currently:
ezShoot handles PreSquad Fees collected on a Per Shooter basis.

Please also note:
The PreSquad Fees specified here are for the Host Club and for the Current Shoot ONLY!

Buttons: Cancel, Close

In this example, the total fee charged is \$11.00, and \$10.00 is being refunded at the time of signup. All of this happen automagically while during checkout.

3 Define a Shoot

ezShoot is designed to allow ALL of the parameters of a shoot to be defined in advance... Most of the parameters can be altered during a shoot, if necessary, but if the shoot is setup correctly to begin with, life will be much easier on shoot day. There are two methods of creating a new shoot:

1. Use an existing shoot to copy from.
2. Start from scratch. Enter EVERY Event and Optional Money for the shoot.

Let's begin with the simplest method first... Then really the difficult part is already done! Start with the **File -> New** menu item:

Create New Shoot

Shoot

New Shoot Name

The first day of this shoot is

New Event Entry Fee is

Using Existing Shoot Definitions

<New>
Blossom Blastoff - 2008
Cortez - October 2008
EVTC - Mothers Day Test
EVTC 2008-7-13
EVTC August 2008
EVTC Zone Qualifier 2008
Feb 20-25 2007 Chain #3 V3
Four Corners Roundup 2008
GJTC - APRIL 2008
Labor Day 2007
Labor Day 2008

OK
Cancel
Close

On this form, we MUST specify four items:

1. The name of our new shoot. It must begin with a capital letter and cannot contain many special characters. This name will actually become the Windows folder name used to store all of its information, so the text MUST meet the Windows requirements for a filename. Please restrict the use of special characters to -, #, _.
2. Select the first day of the shoot. Since we will be copying a shoot (probably from last year), we will want ezShoot to change the dates on all of the events for us!
3. If the Entry Fee has been increased this year, specify the new value. If this field is left blank, no change will be made to the Entry Fees in the shoot we are creating. This change in price will

apply to each event that already has an Entry Fee specified.

4. By default, ezShoot will NOT highlight any of the Existing Shoot Definitions... This will force you to choose what old shoot to copy from... If <New> is selected, then we get a blank, empty shoot. Which we really don't want most of the time! Remember to select an old shoot to copy from!

As an example, let's say that we copied the wrong shoot to the "New TEST Shoot Name 2009." Well, just redo it, with the correct "Existing Shoot" to copy. You'll get a warning that the new shoot already exists, but just say it's alright and it'll be overwritten with the correct information.

When the "Labor Day 2008" shoot is copied into "New TEST Shoot Name 2009":

1. All of the Event dates will be altered.
2. All of the Event Entry Fees will be modified. The modification is done by calculating the difference between the first registered event's entry fee and the new entry fee specified. This difference will be added to any event in the New Test Shoot Name 2009 definition.
2. Only the information concerning the Events and Optionals will be copied forward to "New TEST Shoot Name 2009."
3. Nothing is changed in the "Labor Day 2008" shoot folder.
4. The current shoot becomes the "New TEST Shoot Name 2009"; this form closes, and the Control Panel is redisplayed with our new shoot.

Next, we'll begin altering the basic definition of "New TEST Shoot Name 2009."

3.1 Define Events

Over the years, ezShoot has changed the method of editing shoots. It began with simple text files, then a spreadsheet grid, to now using separate edit forms for each Event and Optional. This is now referred to as the "Basic Edit" method.

Order	Event #	Date	Type	Name
1	1	6/12/2008	Singles	Claude Hems Class Singles
2	2	6/12/2008	Handicap	TransWest GMC Handicap
3	3	6/13/2008	Doubles	Class Doubles
4	4	6/13/2008	Handicap	Preliminary Handicap
5	5	6/14/2008	Singles Master	Colorado Singles Championship
6	5.1	6/14/2008	Singles	1st 100 Singles Championship
7	5.2	6/14/2008	Singles	2nd 100 Singles Championship
8	6	6/15/2008	Doubles	Colorado Doubles Championship
9	7	6/15/2008	Handicap	Colorado Handicap Championship
10	10	6/15/2008	Singles Total	HAA
11	11	6/15/2008	Singles Total	HOA
12				

Buttons: Edit Event, Add Event, Delete Event, Close

Sometimes, however, it is really nice to be able to change something without all the extra forms... so, the spreadsheet is still available and is referred to as the "Advanced" method.

Edit Shoot Information

Print Preview Percents HighGun Rose

Shoot
State CO 2007

☒ Registered ☐ League Shoot ☒ State Shoot CO ☐ Zone Shoot

Event List

Event Order	Event ID	Event	Date	Type ...	Event Name	Targets	s / Sul
1	10	1	6/14/2007	Singles	Jason Hinrichs Class Singles	100	
2	20	2	6/14/2007	Handicap	TransWest GMC Handicap	100	
3	30	3	6/15/2007	Doubles	Class Doubles	100	
4	40	4	6/15/2007	Handicap	Wallace Morrill Handicap	100	
5	50	5	6/16/2007	Singles Master	Colorado Singles Championship	200	
6	51	5.1	6/16/2007	Singles	1st 100 Singles Championship	100	
7	112	5.2	4/25/2008	Singles	Colorado Singles Championship 2nd 100	100	

Optional Money for Event

Optional Order	Optional ID	Event ID	COMPULSORY	Type ...	By Class	Optional Name	Abbrev ...	ntry Fe
1	101	10	F	Purse Regular	T	Class Purse	CP	1
2	102	10	F	Options 50	T	Class 50 Options	C50	1
3	103	10	F	Purse Lewis	F	Lewis Purse	LW	1

For beginners... Please use the Basic Edit method!

3.1.1 Basic Edit Facility

From the ezShoot Control Window, use the **Edit -> Shoot Definition** to get the form displayed below:

Edit a Shoot

Shoot

State CO 2008

☒ Registered

☐ League Shoot

☐ Open

☒ State Shoot Colorado State Trapshooting Association

☐ Zone Shoot

Sanctioned By

Club Delta Trap Club, Inc.

Sanctioned Amateur Trapshooting Association

State Colorado State Trapshooting Association

Zone

2nd Sanction

2nd State

Events List

Order	Event #	Date	Type	Name
1	1	6/12/2008	Singles	Claude Hensi Class Singles
2	2	6/12/2008	Handicap	TransWest GMC Handicap
3	3	6/13/2008	Doubles	Class Doubles
4	4	6/13/2008	Handicap	Preliminary Handicap
5	5	6/14/2008	Singles Master	Colorado Singles Championship
6	5.1	6/14/2008	Singles	1st 100 Singles Championship
7	5.2	6/14/2008	Singles	2nd 100 Singles Championship
8	6	6/15/2008	Doubles	Colorado Doubles Championship
9	7	6/15/2008	Handicap	Colorado Handicap Championship
10	10	6/15/2008	Singles Total	HAA
11	11	6/15/2008	Singles Total	HOA
12				

Edit Event

Add Event

Delete Event

Close

Select the **Registered** check box if this shoot will be sanctioned by the ATA. This check box will force the collection of any Shoot, Daily, or Event Fees defined for the sanctioning bodies.

If this is a League Shoot, be sure to select **League Shoot** check box as well.

If the shoot will be a **State** or **Zone** shoot, set the appropriate radio box and specify the Organization from that State or Zone. This Organization is where the "State" will be defined to categorize In State vs. Out of State shooters.

Every shoot will be Sanctioned by your club, but the National, State, and Zone Sanctions may be left blank. Usually they would be blank for non-registered league shoots, and club championship shoots. Each of these organizations must be previously defined.

To alter an event, highlight the desired event, and then click the **Edit Event** button. The **Add Event** button will create a new blank event, which will appear at the end of the list shown above, and begin the edit function.

The **Delete Event** button will remove the highlighted event. If the highlighted event is part of a multiple 100 event, the **Delete Event** button will remove the main event and ALL of the sub events. Please see event #5, 5.1 and 5.2 above.

When it is necessary to rearrange the order of the events, simply press and hold the left mouse button

on the Order number field of the event you wish to move, and drag it up or down in the list. Please note: The Event # is NOT necessarily the same as the Event Order!

Now, let's begin altering an Event...

3.1.1.1 Edit a Single Event

Below, we have the window displayed to Edit, or Add an event. As a rule, it is much easier to define ALL of the shoot's events and leave the Trophy List and Optionals to later. If you follow this rule, you will have much better luck in getting your shoot setup done with fewer mistakes.

Edit One Event Definition

Event Information

Basic Event

Event ID: 20
 Number: 2
 Name: TransWest GMC Handicap
 Type: Handicap

Event is:
☐ League
☒ Registered
☒ One Event
☐ Master Event
☐ Totals Event
☐ Open
☒ State Event
☐ Zone Event

Squad Limits:
 PreSquad: 15
 Squadding: 15

Yardage Groups

1st	2nd	3rd	4th	5th	6th	7th	8th
21.5	24.5	27					

Edit Trophy List

Event

Name: TransWest GMC Handicap
 Type: Handicap
 Date: 6/14/2007
 Targets: 100
 Targets / SE: 25
 Entry Fee: \$25.00

Option	Option Type	Option Name
1	Purse Regular	Regular Purse
2	Purse Regular	Yardage Purse
3	Purse Regular	Jackpot Purse
4	Purse Lewis	Lewis Purse
5	Options 50	50 Options
6		
7		

Edit Optional
 Add Optional
 Delete Optional
 Close

You may select any "unused" **Event Number** you like, and an **Event Name**. The Event Number is ALWAYS entered as an integer value. ezShoot uses a decimal value (e.g. 5.1) to represent the first 100 of a multiple 100 event. Therefore, 5.3 would represent the third 100 of a 500 bird event. When printing score boards for the third 100, it will show the scores from the first two 100s, the actual scores shot for 5.3, and the Total of all three events.

The **event type** must be selected from the drop down list of Singles, Handicap, Doubles.

Since the ATA is now allowing non-registered events during a registered shoot, the individual events must be defined as **Registered** or not; otherwise, Daily Fees will not be correctly collected, and of course, the scores will not be reported.

There are three **event categories**, Simple Event, Master, and Totals. They are defined as follows:

1. **Simple Event:** Simple 25, 50, 100 bird event. Something we do everyday.
2. **Master:** Defines any Multiple 100 event (e.g. 200 Singles). In this case, it will create three events, the first will be the "Master" event, which will contain the total scores for the 200 targets, as well as any Optionals that apply to the 200 bird totals. The Master Event will always be for more than 100 targets, and all of the targets will be of the same **event type**.

3. A **Totals Events** is used to add up unlike events (e.g. High Over All). A Totals Events must specify the actual list of events to ADD, and must also specify the **Control Event**. The Control Event is the event that the shooter's Class and/or Yardage would come from. As an example, the HOA is typically Controlled by the first Singles event of the shoot, but the HAA Totals Event will specify a different Singles event as its Control. Of course, a shooter may have been Class Advanced between!

This is a perfect example of a 200 bird singles event... The total of the 200 birds has Added Money, and a Class Purse, and each individual hundred can be viewed using the 1st, and 2nd tabs just to the right of the blue highlighted "Singles Event" tab. Each 100 can have its own list of options, and they can be different if desired. Here we see that the **Add Events** has been defined as events 5.1 and 5.2. The **Control Event** is defined as the first event, 5.1. The Control Event is defined as the event used to obtain classification, yardage and special category for the "Main Event" which is the total of the events listed in the Add Events box.

Notice that the **Entry Fee** for the "Main Event" is \$0.00... each 100 has its Entry Fee set to the appropriate amount. This way, each shooter may easily decide to shoot part of the event, without requiring you to have extra work to set it up. Of course, it is also possible to have the 1st 100 (i.e. event 5.1) on a different day than the 2nd 100. This "Master Event" setup will only allow targets of the same type (i.e. here we used Singles) and a Trophy List can ONLY be created for the total of the 200 targets.

3.1.2 Advanced Edit Facility

The Advanced Editing of a Shoot was the original method of shoot definition... but it requires a lot more knowledge about the internals of ezShoot and how events, options and database systems work. But, there are a couple of things it is still very good at, especially when the same change needs to be made

to several events (e.g. changing the Target Fees).

3.1.2.1 Defining Events

From the Main Window, use the **Edit -> Shoot Definition-> Advanced** to get the form displayed below.

To Insert a new Event or Optional Money entry, use the <Insert> key. Use the <Control-Delete> key combination to Delete an event or Optional Money entry. The two grids presented on this form are very much like a spreadsheet. However, there is no Cancel... What you change, is altered in the database tables.

Each event must be given a **Number**, and a Date on which it will be shot. The **Name** of the event may be any text string desired. The **Type** of event should be chosen from the pull down list and **MUST** be one of the following:

Singles
Handicap
Doubles

Singles Master
Handicap Master
Doubles Master

Singles Total
Handicap Total
Doubles Total

The **Number of Targets** **MUST** be 100 for all events that are NOT "Master Events." **Master Events** are used to calculate 200 - 1200 bird event totals, along with HOA and HAA events.

The **Number of sub Events** **MUST** be either 2 or 4 for all events that are NOT Master Events. Obviously, 2 sub events would indicate that you are shooting 10 targets per post and would also mean that you will not have 25 Options... since there aren't any. If you will be shooting 50 targets per trap and scoring in manner that will allow the use of 25 Options, you must enter the number of sub events as 4.

The **Entry Fee** is in Dollars. Master Events will not have an entry fee.

The classification values entered for the Singles and Doubles events are the Cut Off Score for each class. In the example shown below, the Shoot Program reads:

Singles Classes
A - 95% & Over
B - 92% & Under 95%
C - 89% & Under 92%
D - Under 89%

Handicap Yardages
19-21
22-24
25-27

Doubles Classes
A - 90% & Over

B - 85% & Under 90%
 C - Under 85%
 D - No D Class <Blank>

Edit Shoot Information

Print Preview Percents HighGun Rose

Shoot
 State CO 2007

☒ Registered ☐ League Shoot ☒ State Shoot CO ☐ Zone Shoot

Event List

Event Order	Event ID	Event	Date	Type ...	Event Name	Targets	s / Sub
1	10	1	6/14/2007	Singles	Jason Hinrichs Class Singles	100	
2	20	2	6/14/2007	Handicap	TransWest GMC Handicap	100	
3	30	3	6/15/2007	Doubles	Class Doubles	100	
4	40	4	6/15/2007	Handicap	Wallace Morrill Handicap	100	
5	50	5	6/16/2007	Singles Master	Colorado Singles Championship	200	
6	51	5.1	6/16/2007	Singles	1st 100 Singles Championship	100	
7	112	5.2	4/25/2008	Singles	Colorado Singles Championship 2nd 100	100	

Optional Money for Event

Optional Order	Optional ID	Event ID	COMPULSORY	Type ...	By Class	Optional Name	Abbrev ...	ntry Fe
1	101	10	F	Purse Regular	T	Class Purse	CP	1
2	102	10	F	Options 50	T	Class 50 Options	C50	1
3	103	10	F	Purse Lewis	F	Lewis Purse	LW	1

Event List

Targets / SubEvent	Entry Fee	D	C	B	A	AA	AAA	AAAA	AAAAA	Add Events List
25	25	88	91	94	97	100	0	0	0	
25	25	21	24	27	0	0	0	0	0	
50	25	78	85	89	93	100	0	0	0	
25	25	21	24	27	0	0	0	0	0	
100	0	88	91	94	97	100	0	0	0	5.1, 5.2
25	25	88	91	94	97	100	0	0	0	
25	0	88	91	94	97	100	0	0	0	

Event List

	AAAA	AAAAA	Add Events List	Trophy List ...	Registered	League	State	Zone
▶	0	0			T	F	T	F
	0	0			T	F	T	F
	0	0			T	F	T	F
	0	0			T	F	T	F
	0	0	5.1, 5.2		T	F	T	F
	0	0			T	F	T	F
	0	0			T	F	T	F

Please notice that the **Singles Master** event used for the **High Over All** has the classes redefined, and events to add together to calculate HOA are listed in the **Add Events List** column of the grid. The first event in the Add Events List **must** be the first event for the summation since that event's classifications will be applied to each shooter. Also, any Master Event may have optional monies defined just like any other event. However, the **Master Event** will not have any entry fee since the individual events making up the Master Event will be used to calculate the fees.

3.1.2.2 Event Trophy List

While editing the values of an event, the trophy list may also be defined. This form will appear when the cursor enters the Trophy List Field of an event.

Edit Trophy List

Event 2 TransWest GMC Handicap

Trophy List

	Open	In State	Out State		
Champion		2	2		
19-21½		2	1		
22-24½		2	1		
25-27		2	1		
Lady		2	1		
Sub Junior		2	1		
Junior		2	1		
Veteran		2	1		
Senior Vet		2	1		
Industry Rep					
Professional					
Wheel Chair					

Clear All Clear All Clear All Clear All Clear All

Cancel

Close



This is NOT a very good example for a real shoot, but it shows the basic idea. Each Class / Yardage Group that was defined earlier may have any number of trophies up to nine. In this example, class AAA is not defined! The additional columns are used for In/Out of State and when necessary, In/Out of Zone.

Using the Trophy List Assignment Form, you may print the actual trophy list with or without winners. A small sample is shown below:

Delta Trap Club, Inc.

Labor Day 2007

Trophy List

Event 1 Sportsmans Warehouse Doubles

172 Open Shooters On 9/1/2007

Open - AA

		State	Class	Declared	Score	Squad Post	How Won
Winner	WHITMAN RICHARD S	AZ	AA		99 / 100	43.5	Flip
	KURSINSKI TOM J		AA		99	43.4	
Runner Up	KURSINSKI TOM J	CA	AA		99 / 100	43.4	Flip
	WHITMAN RICHARD S		AA		99	43.5	

Open - A

		State	Class	Declared	Score	Squad Post	How Won
Winner	SMITH TOM L	CO	A		98 / 100	22.2	SO 20/20
	OBENCHAIN BILL G		A		98	13.2	
Runner Up	OBENCHAIN BILL G	CO	A		98 / 100	13.2	SO 19/20
	SMITH TOM L		A		98	22.2	

Open - B

		State	Class	Declared	Score	Squad Post	How Won
Winner	BANKS DAVID L	WY	B		97 / 100	33.1	SO 20/20
	BEHRING DELBERT		B	SV	97	36.4	
Runner Up	BEHRING DELBERT	CO	B	SV	97 / 100	36.4	SO 19/20
	BANKS DAVID L		B		97	33.1	

Open - C

		State	Class	Declared	Score	Squad Post	How Won
Winner	MAYNE RICHARD L	CO	C		95 / 100	34.5	Winner
Runner Up	DINGES LYNN L	CO	C		94 / 100	11.2	Winner

Open - D

		State	Class	Declared	Score	Squad Post	How Won
Winner	JONES GERALD C	NM	D		90 / 100	3.5	Winner
Runner Up	SELLERS CHARLES	CO	D		84 / 100	3.4	Winner

Open - Lady

		State	Class	Declared	Score	Squad Post	How Won
Winner	KUENZLER SUSAN A	CO	C	L	93 / 100	41.4	Winner

3.2 Define Purses and Options

This chapter will discuss the various types of **Optional Monies** and the proper methods to setup each in ezShoot. If you do not have a copy of "Trap Options" by DuWayne Kemmet, we would highly recommend that you order a copy for your files. You may contact DuWayne at:

Scattergun Press
4919 Westview Drive

Austin, TX 78731
(512) 419-9345

You may also purchase a copy online at www.ezshoot.com.

This short but very informative book will save you many hours with its concise descriptions of various Optionals and how they work. It also includes very helpful hints for setting up your shoot programs and layouts to reduce miscommunication with your shooters.

Mr. Kemmet and Scattergun Press are in no way associated with Kaup Enterprises, Inc., or ezShoot.com. We recommend this book based solely on our own personal experience.

3.2.1 Basic Edit Facility

There are currently 11 different types of **optional monies** in ezShoot. Hereafter, we will refer to Purses and Options as Optional Monies or Optionals. **Open Optionals** are defined as Purses and Options where ALL shooters entered in the event and entered in the particular optional are shooting against each other for the prize money. ezShoot currently supports the following **Optional Types**:

1. Added Money
2. Purse Regular
3. Purse Lewis
4. Purse Miller
5. Options 25
6. Options 50
7. Perpetual 50
8. Perpetual 100
9. Special Event
10. Dipstick

Class Optionals are defined as Purses and Options where the shooters entered in the event, and in the optional, AND in Class A are shooting among themselves for the prize money. The competitors in Class B are NOT shooting against the shooters in Class A for the same money. We will use Class Optionals to indicate Classes, as in Singles, or **Yardage Groups**, as in Handicap Events.

The following optional types are available as Class Optionals:

1. Added Money
2. Purse Regular
Usually referred to as Class or Yardage Purse.
3. Options 25
4. Options 50

5. Purse Miller

This purse is classed based in that each class of shooter has to shoot a different "qualifying score", but in the end, ALL classes are paid from the same prize pool.

Each optional will therefore have a basic **type**, and must be specified as a **Class Optional** separately. ALL optionals may be marked as **Compulsory**, and the Added Money type is ALWAYS assumed to be compulsory.

The **split or money division method** is, in most cases, independent of the type of optional, and must come from the follow list:

1. Percent (always implies that **ties divide**).
2. High Gun
3. Rose Point
4. Equal (currently used only by the Miller Purse).
5. Equal/TD (used by Progressive Purses).

If any of these terms are new to you, we would recommend reading the booklet "Trap Options" by DuWayne Kemmet.

Edit One Event Definition

Event Information

Basic Event

Event ID: 20
 Number: 2
 Name: TransWest GMC Handicap
 Type: Handicap

Event is:
☐ League
☒ Registered
☒ One Event
☐ Master Event
☐ Totals Event
☐ Open
☒ State Event
☐ Zone Event

Squad Limits:
 PreSquad: 15
 Squadding: 15

Yardage Groups

1st	2nd	3rd	4th	5th	6th	7th	8th
21.5	24.5	27					

Edit Trophy List

Event

Name: TransWest GMC Handicap
 Type: Handicap
 Date: 6/14/2007
 Targets: 100
 Targets / SE: 25
 Entry Fee: \$25.00

Option	Option Type	Option Name
1	Purse Regular	Regular Purse
2	Purse Regular	Yardage Purse
3	Purse Regular	Jackpot Purse
4	Purse Lewis	Lewis Purse
5	Options 50	50 Options
6		
7		

Edit Optional
 Add Optional
 Delete Optional
 Close

To alter a new optional money, you need only highlight the appropriate Optional line and click (i.e. Left Mouse Button) the Edit Optional button. To add a new optional, use the Add Optional button... it will add a new line to the list of options. The order of the optionals may be altered by using the Windows drag and drop method by pressing down on the left mouse button over the "Option" number you wish to move. By holding the mouse button down, you may drag it up or down the list to the location you desire. This allows you to setup the shoot to match the club's signup sheet.

Above, we have a simple Handicap Event at a State Shoot. As you can see, it is "Registered" and has three Yardage Groups. If you needed to change this event to have four yardage groups, simply click on the "4th" button and ezShoot will fill in the "standard" ATA four yardage group definitions. If you desire, you may alter the "ending yardage" of each group to suit your club's needs. Don't worry about the 1/2 yard specifier... it will take care of that part for you.

3.2.1.1 Regular Purse

To begin the discussion of Optionals, we will begin with the simplest purse first... the Regular Purse:

Edit One Optional Money Definition

Event 2 TransWest GMC Handicap

Option Settings

Option Type
 Purse Regular
 # 50s
☐ Calculated By Class
☐ Compulsory

Option Basics
 Name Regular Purse
 Abbreviation RP
 Entry Fee \$10.00
 Money Division Method Percent

Retain Money
 % 0
 For

Open Optional Specifiers
 Payout 40/30/20/10
 Added Money \$0.00

Cancel
Close

First of all, the Option Type **MUST** be defined by using the pull down list. A singles, handicap, or doubles event will only show those optionals that are available for their particular type. Notice, that this purse is **NOT** specified as Calculated by Class; and is **NOT** Compulsory. Its Name may be anything you choose to call it. Maybe your club has a "John Q. Public" Purse. The Abbreviation field should reflect the Name, since it will be used on Score Boards, Payout Sheets, and Checks to cut down on printout size. This Regular Purse costs \$10.00 to enter, and will be paid using the Percent Ties Divide system.

When the Optional Type is changed, ezShoot will "help" by filling in a full set of default values... of course, these defaults will probably **NOT** be what your club uses, but it is at least a starting point.

Next, let's discuss the **Payout Specifier**... Using the pull down list, you may specify any payout that is defined in the "Percentage Payout Table", which comes with all the standard payouts. If you have a purse that requires a very elaborate list of percentages, please refer to the main menu item **Edit -> Percentage Table**. One note before you try this... only integer percentage amounts may be specified.

The **Retain Money** fields are typically used to withhold some percentage of the entry fees for a purse to be paid to a charitable group of some kind. This is often used to withhold money for the **ATA Hall of Fame**, or the **SCTP** kids. ALL Optionals in ezShoot will allow this to be done! Simply designate the percentage (integer amounts only) to withhold, and select an organization to make it payable to. Of course, you may have to go to the **Edit -> Organizations** form to create the entity.

The **Added Money** field shown here does **NOT** refer to an Added Money Optional. The Added Money Optional does not require the shooter to pay anything to enter it, other than the Entry Fee for targets, and ALL shooters who enter the event are eligible to win the money. ezShoot allows additional monies to be added externally to ALL optionals... as an example, maybe you have a shooter that donates \$1000 to be "added to" the Regular Purse shown above. Of course, in this case, only the shooters that paid their \$10 to enter the purse are eligible to win any of the \$1000.

3.2.1.2 Added Money

Edit One Optional Money Definition

Event 5 Colorado Singles Championship

Option Settings

Option Type
 Added Money
 # 50s:
☒ Calculated By Class
☒ Compulsory

Option Basics
 Name: CSTA Added Money
 Abbreviation: AM
 Entry Fee: \$0.00
 Money Division Method: Percent

Retain Money
 %: 0
 For:

Class Optional Specifiers

	D Class	C Class	B Class	A Class	AA Class	AAA Class
Payouts	50/30/20	50/30/20	50/30/20	50/30/20	50/30/20	
Added Money	\$400.00	\$400.00	\$400.00	\$400.00	\$400.00	
Qualifiers						

Cancel Close

3.2.1.3 Perpetual 50

Edit One Optional Money Definition

Event 2 Handicap -

Option Settings

Option Type
 Perpetual 50
 # 50s:
☐ Calculated By Class
☐ Compulsory

Option Basics
 Name: Progressive 50s
 Abbreviation: P50
 Entry Fee: \$9.00
 Money Division Method: Equal /TD

Retain Money
 %: 0
 For:

Perpetual / Progressive Purses

	Places to Pay	% Paid Out / % Retain
Payouts	100	80/20
Value of Purse at BEGINNING of this Event	\$0.00	\$0.00

Cancel Close

3.2.1.4 Perpetual 100

Edit One Optional Money Definition

Event 3 Saturday Handicap

Option Settings

Option Type
 Perpetual 100
 # 50s:
☐ Calculated By Class
☐ Compulsory

Option Basics
 Name: Progressive 100
 Abbreviation: P100
 Entry Fee: \$10.00
 Money Division Method: Equal /TD

Retain Money
 %: 0
 For:

Perpetual / Progressive Purses

	Places to Pay	% Paid Out / % Retain
Payouts	100	100

Value of Purse at BEGINNING of this Event: \$3,280.00

Buttons: Cancel, Close

3.2.1.5 Lewis Purse

Edit One Optional Money Definition

Event 2 TransWest GMC Handicap

Option Settings

Option Type
 Purse Lewis
 # 50s:
☐ Calculated By Class
☐ Compulsory

Option Basics
 Name: Lewis Purse
 Abbreviation: LW
 Entry Fee: \$15.00
 Money Division Method: Percent

Retain Money
 %: 0
 For:

Lewis Purse

Groups Payout: 3
 Added Money:
 Modified Lewis Payouts:

	1st	2nd	3rd	4th	5th	6th
Payout / Group	60/40	60/40	60/40			

Buttons: Cancel, Close

3.2.1.5.1 Lewis Purse Rules

Lewis Purse Rules to Determine Groups (a.k.a. Classes):

1. Divide the number of qualified entries by the number of groups specified. This determines the number of shooters per group.
2. Divide the total of entry fees for the purse by the number groups specified. Each group will be paid the same amount.
3. Divide the entries in to the groups, using the rules below:
 - When an odd number of entries is encountered, the short group shall head the list.
 - When the division line falls in the middle of a tie score:

- If there are more scores below the dividing line than above, that score heads the next group.
 - If there are more scores above the dividing line than below, that score is the tail of the previous group. The next lower qualifying score will be the head of the next group.
 - When an equal number of tie scores appear above and below the dividing line, that score will be the head of the next group.
 - Whenever the original dividing line is moved due to tie scores, the change **ONLY** applies to two groups in question. All following groups will use the original lines of division.
4. Divide the payout within each group according to the number of places and percentages specified, and all ties divide.

3.2.1.6 Miller Purse

Edit One Optional Money Definition

Event 1 Singles -

Option Settings

Option Type
Purse Miller

50s

☐ Calculated By Class

☐ Compulsory

Option Basics
Name: Miller Purse
Abbreviation: MP
Entry Fee: \$10.00
Money Division Method: Equal Amount

Retain Money
%: 0
For:

Miller Purse

	D Class	C Class	B Class	A Class	AA Class	AAA Class
Qualifying Scores	90	93	96	97		
Added Money	\$0.00					

Cancel

Close

3.2.1.7 Special Event

Edit One Optional Money Definition

Event 7 Colorado Handicap Championship

Option Settings

Option Type
 Special Event
 # 50s:
☐ Calculated By Class
☐ Compulsory

Option Basics
 Name: Special Event
 Abbreviation: SE
 Entry Fee: \$30.00
 Money Division Method: Percent

Retain Money
 %: 0
 For:

Special Events

	Places to Pay	Buyer / Shooter
Payouts	40/30/20/10	70/30
Added Money OR Calculated Auction Value	\$0.00	

Buttons: Cancel, Close

3.2.1.8 Dipstick Purse

Edit One Optional Money Definition

Event 1 Singles

Option Settings

Option Type
 DipStick
 # 50s:
☐ Calculated By Class
☐ Compulsory

Option Basics
 Name: DipStick Purse
 Abbreviation: DP
 Entry Fee: \$10.00
 Money Division Method: Percent

Retain Money
 %: 0
 For:

DipStick Purse

Qualifiers: 50/50
 Added Money: \$0.00
 Payouts: 50/30/20 (1st), 50/30/20 (2nd), (3rd), (4th), (5th), (6th)

Buttons: Cancel, Close

This sample will pay two groups (each group getting 50% of the total purse). Each group will be paid three places, percentage system, ties divide! So what it really does is pay the top six scores. The top score of each group will get 25% of the total purse value!

3.2.2 Advanced Edit Facility

With version 3.0 of ezShoot, the Advanced Editing Facilities are deprecated. The basics remain the same, but the documentation is out of date. The database entries are as before, but many new fields have been added. It is recommended that you use the new Basic Editing Facilities shown above!

However, there are times when a simple change to ALL events (e.g. Target Fees) is more easily performed with the Advanced Edit feature.

3.2.2.1 Defining Optional Monies

Now let's look at the Optional Monies for the Handicap Event. The Event Columns discussed in this section **MUST** be entered for all events... **Number** the options in order, matching your entry form. The **Name** column is any name you want to use for the option to be defined (e.g. One club might use Regular Purse and Jackpot Purse for two purses that differ only in cost and/or payout methods.

The **Abbreviation** column is used on all the labels, score boards, and checks to indicate the option.

Edit Shoot Information

Print Preview Percents HighGun Rose

Shoot
State CO 2007

☒ Registered ☐ League Shoot ☒ State Shoot CO ☐ Zone Shoot

Event List

Event Order	Event ID	Event	Date	Type ...	Event Name	Targets	s / Sul
1	10	1	6/14/2007	Singles	Jason Hinrichs Class Singles	100	
2	20	2	6/14/2007	Handicap	TransWest GMC Handicap	100	
3	30	3	6/15/2007	Doubles	Class Doubles	100	
4	40	4	6/15/2007	Handicap	Wallace Morrill Handicap	100	
5	50	5	6/16/2007	Singles Master	Colorado Singles Championship	200	
6	51	5.1	6/16/2007	Singles	1st 100 Singles Championship	100	
7	112	5.2	4/25/2008	Singles	Colorado Singles Championship 2nd 100	100	

Optional Money for Event

Optional Order	Optional ID	Event ID	COMPULSORY	Type ...	By Class	Optional Name	Abbrev ...	Entry Fee
1	101	10	F	Purse Regular	T	Class Purse	CP	1
2	102	10	F	Options 50	T	Class 50 Options	C50	1
3	103	10	F	Purse Lewis	F	Lewis Purse	LW	1

The **Type** of optional money must be defined from the pull down list associated with the grid. The **Entry Fee** is the total cost of the optional for the event. The **Number of 50s** is only used for Options and Purses with 50 target quantities (e.g. In the 50 Options shown above, there are only two (2) 50s in the 100 targets... In this case, it is because there are only two (2) traps being used (10 targets per post)... However, this seemingly double data entry allows a club to have only two 50s even if shooting on four (4) traps.)

The **Split** or **Money Division Method** is defined from the pull down list associated with this grid cell. The **Places** column defines the number payout places for each class of the optional.

Optional Money for Event						
	Entry Fee	No. 50s	Money Division ...	Places to Pay	Qualifiers	\$ Added
▶	10	0	Percent	2,2,2,2,2		0,0,0
	10	2	Percent	3,3,3,3,3		0,0,0
	15	0	Percent	2,2,2		

Optional Money for Event					
	\$ Added	Retain %	Retain For	State Specs	Zone Specs
▶	0,0,0,0,0	0		0	0
	0,0,0,0,0	0		0	0
		0		0	0

Very few optionals require any **Qualifiers** and each will be described below. Use the **\$Added** column to add money to any optional. In the example above, the initial values of the **Progressive 50s** pots... There being only two (2) 50s in this event, there are only two (2) values entered... separated by one or more spaces.

3.2.2.2 Types of Options and Purses

There are currently 11 different types of optional monies in ezShoot. Open purses and options are as follows:

Added Money
Purse Regular
Purse Lewis
Purse Miller
Options 25
Options 50
Dipstick

To specify Class/Yardage Group purses, use:

Added Money/C
Purse Regular/C
Options 25/C
Options 50/C

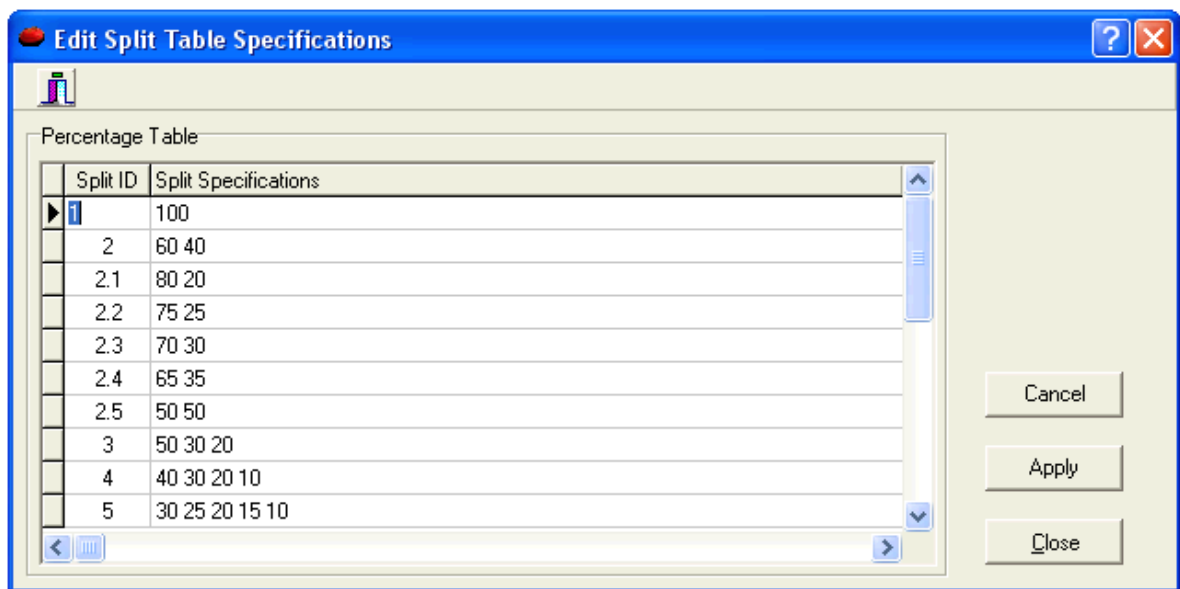
These values **must** be selected from the pull down menu of the **Type** grid column.

3.2.2.3 Money Division Methods

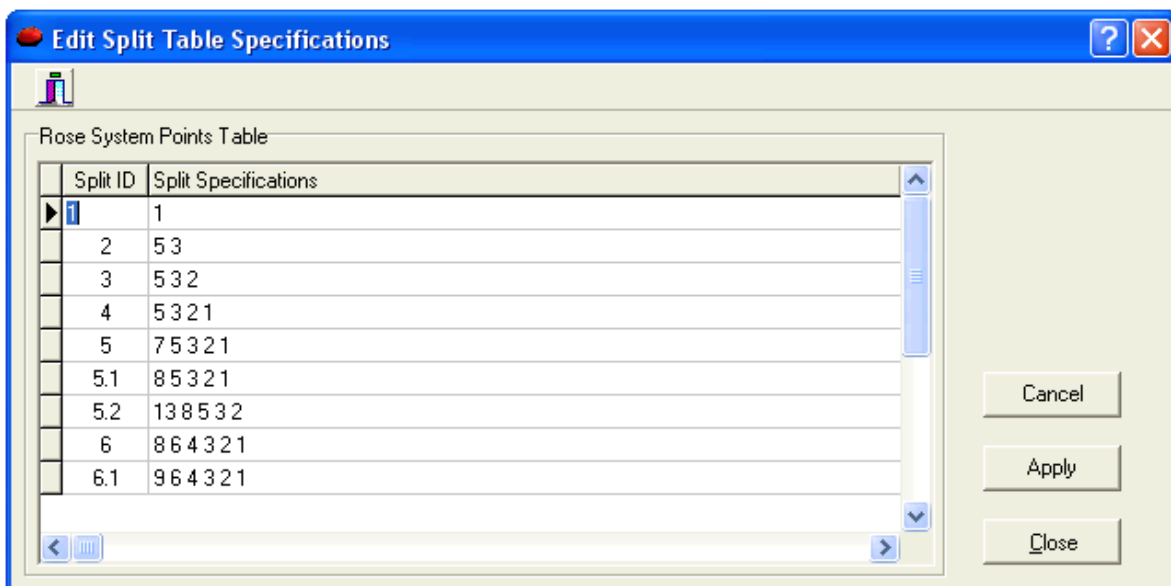
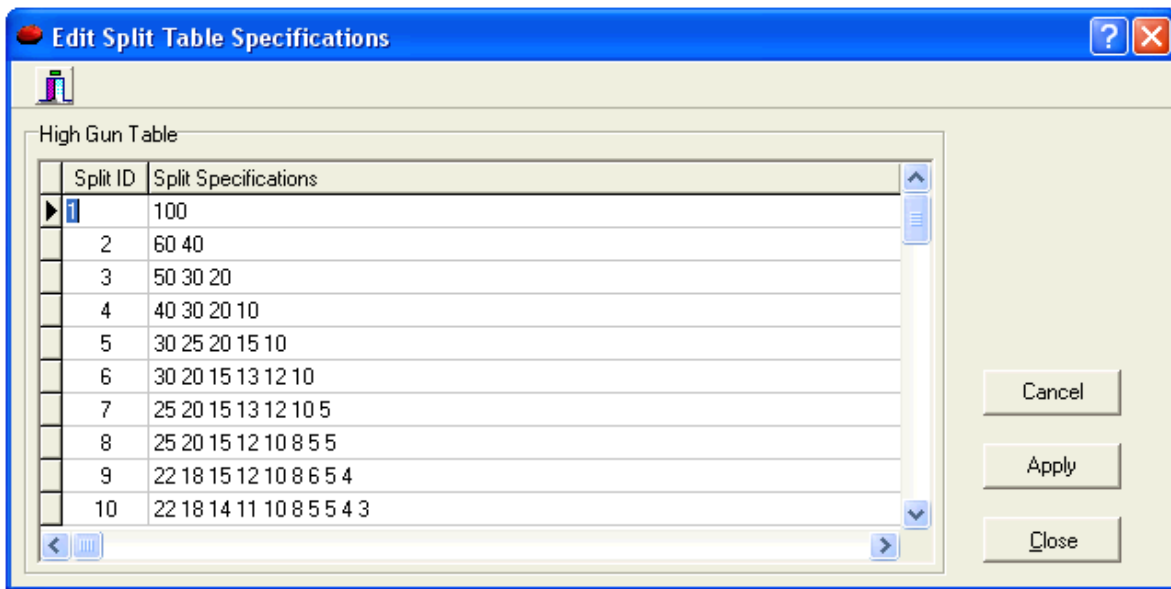
The **split** or **money division method** must come from the follow list:

Percent
High Gun
Rose Point
Equal
Equal/TD

When specifying the number of payout places for an option, use one of the Split IDs show in the table below. You may alter this table by using the **Edit -> Percentage Table** from the Main Form of ezShoot. The reason for this short hand is for Class Optionals... If you had to specify 4 payout places (40-30-20-10) for each of 5 classes (D-C-B-A-AA) it is made simpler by using the Split IDs (4 4 4 3 2) which would be 4 places for each of D-C-B classes, 3 places for A class, and 2 places for AA!



Notice the additional values for Split IDs of 2.1, 2.2, etc. These may be used anywhere, but are most often used by the Progressive 50s and Special Event Options as a Qualifier.



3.2.2.4 Added Money

The Added Money Optional is usually used because the club has obtained a sponsorship fee, or is just rolling in money! It does however have other uses... ezShoot will automatically mark any shooter entered in the event as having "Entered" the Added Money Option! When designing the shoot layout, always place the Added Money Optional first in the list of options... It will then be automatically set for you and be ready for the next Option!

Open Added Money Option paying three (3) places:

Name	Added Money	Any name you may choose.
------	-------------	--------------------------

Abbreviation	AM	Abbreviation used on score boards and checks.
Type	Added Money	Optional money type specifier.
Entry Fee	0.00	Added Money Options should cost the shooter nothing to enter....
Payout Type	Percent	Type of money division to use.
Places	3	Specifier from Percentage Table to use (50-30-20).
Qualifiers		No qualifiers are allowed.
Added Dollars	1000.00	All shooters are automatically entered for this \$1000 purse.

Now to do a Class Added Money with 3 classes:

Name	Added Money	Any name you may choose.
Abbreviation	AM	Abbreviation used on score boards and checks.
Type	Added Money/C	Optional money type specifier "By Class".
Entry Fee	0.00	Added Money Options should not cost the shooter anything to enter!
Payout Type	Percent	Type of money division to use.
Places	2 2 2	Specifier from Percentage Table to use (60-40) for each of 3 classes.
Qualifiers		No qualifiers are allowed.
Added Dollars	100.00 100.00 100.00	All shooters are automatically entered for this \$100 purse. And each of the 3 classes have \$100 to shoot for!

The secondary use of the Added Money Types would be for Compulsory Purses! Just change the "Name" and the "Entry Fee" and you have a very nice way to take care of "Money in Lieu of Trophies". Especially since ezShoot will automatically enter the shooter in the "optional"... Just don't forget to lower the price of the "Targets Entry Fee" for the Event!

3.2.2.5 Purse Regular

An Open Regular Purse paying three (3) places...

Name	Regular Purse	Any name you may choose.
Abbreviation	RP	Abbreviation used on score boards and checks.
Type	Purse Regular	Optional money type specifier.
Payout Type	Percent	Type of money division to use.
Entry Fee	20.00	Twenty bucks to enter...
Places	3	Specifier from Percentage Table to use (50-30-20).
Qualifiers		No qualifiers are allowed.
Added Dollars		Any added dollars for those entered in this purse. Notice, that the shooter was required to pay to enter this purse, and would only be eligible for the Added Dollars if entered!
Retain Percentage	50	Percentage of Entry Fees to withhold.
Retain For	CODENAME	Pay the Retained Entry fees to... This "CODENAME" should be created in the Edit->Other's Information

The **Retain Percentage** field is available for ALL Options and Purses, but never applies to the Added Dollars field. The withheld percentage is calculated on the **Entry Fees** paid by the shooters. To simplify the setups for each of the following optional monies, any field not **required** will be dropped from the option's description.

A Class Purse (with only three classes), paying two places in each class...

Name	Class Purse	Any name you may choose.
Abbreviation	CP	Abbreviation used on score boards and checks.
Type	Purse Regular/C	Optional money type specifier "By Class".
Payout Type	Percent	Type of money division to use.
Entry Fee	20.00	Pay to play...
Places	2 2 2	Specifier from Percentage Table to use (60-40) for each of 3 classes.

3.2.2.6 25 Options

Open 25 Options

Name	25 Options	Any name you may choose.
Abbreviation	O25	Abbreviation used on score boards and checks.
Type	Options 25	Optional money type specifier.
Payout Type	Percent	Type of money division to use.
Entry Fee	10.00	Total entry fee for this optional... \$2.50 each 25.
Places	3	Specifier from Percentage Table to use (50-30-20).

Class 25 Options with three classes... D and C class pay three places, and A class pays two places.

Name	Class 25 Options	Any name you may choose.
Abbreviation	C25O	Abbreviation used on score boards and checks.
Type	Options 25/C	Optional money type specifier "By Class".
Payout Type	Percent	Type of money division to use.
Entry Fee	10.00	Total entry fee for this optional... \$2.50 each 25.
Places	3 3 2	Specifier from Percentage Table to use 50-30-20 for D and C classes and 60-40 for A class.

3.2.2.7 50 Options

Open 50 Options

Name	50 Options	Any name you may choose.
Abbreviation	O50	Abbreviation used on score boards and checks.
Type	Options 50	Optional money type specifier.
Entry Fee	10.00	Total entry fee
No. of 50s	2	Therefore... with only two 50s... Each costs \$5.00. The Number of sub events defined for

		the Event could be either 2 or 4!
Payout Type	Percent	Type of money division to use.
Places	3	Specifier from Percentage Table to use (50-30-20).

Class 50 Options with three classes each paying 60-40

Name	Class 50 Options	Any name you may choose.
Abbreviation	C50O	Abbreviation used on score boards and checks.
Type	Options 50/C	Optional money type specifier "By Class".
Entry Fee	15.00	Total entry fee.
No. of 50s	3	Therefore... \$5.00 each 50. The Number of sub events defined for the Event should be 4...
Payout Type	Percent	Type of money division to use.
Places	2 2 2	Specifier from Percentage Table to use (60-40) for each of 3 classes.

3.2.2.8 Perpetual 50s

Open Perpetual 50s Options (a.k.a. Progressive 50s).

Name	Progressive 50s	Any name you may choose.
Abbreviation	P50	Abbreviation used on score boards and checks.
Type	Perpetual 50	Optional money type specifier.
Entry Fee	9.00	Total cost of the shooters entry for the purse!
No. of 50s	3	Therefore... the Entry Fee is \$3.00 each 50
Payout Type	Equal /TD	Equal Ties Divide... ONLY SPECIFIER ALLOWED.
Places	1	Specifier from Percentage Table to use. ONLY the score of 50 is allowed to be paid.
Qualifiers	2.1	Split ID to indicate 80%-20%... 80% paid out... 20% retained to keep the progressive purse alive!

Added Dollars	141.50 78.31 560.12	Values of each pot at the Beginning of the Event . This field only needs to be defined for the first occurrence of a Perpetual 50 option in the shoot. Beginning with Version 2.0, ezShoot will automatically carry forward the retained values to the next event with a Perpetual 50!
---------------	---------------------	--

3.2.2.9 Perpetual 100s

Open Perpetual 100s Options (a.k.a. Progressive 100s).

Name	Progressive 100s	Any name you may choose.
Abbreviation	P100	Abbreviation used on score boards and checks.
Type	Perpetual 100	Optional money type specifier.
Entry Fee	10.00	Total cost of the shooters entry for the purse!
Payout Type	Equal /TD	Equal Ties Divide... ONLY SPECIFIER ALLOWED.
Places	1	Split ID from Percentage Table to use. ONLY the score of 100 is allowed to be paid.
Qualifiers	2.1	Split ID to indicate 80%-20%... 80% paid out... 20% retained to keep the progressive purse alive!
Added Dollars	1018.00	Value of the purse at the Beginning of the Event . This field only needs to be defined for the first occurrence of a Perpetual 100 option in the shoot. Beginning with Version 2.0, ezShoot will automatically carry forward the retained values to the next event with a Perpetual 100!

3.2.2.10 Lewis Purse

The Open Lewis Purse using three groups each group paying 60-40.

Name	Lewis Purse	Any name you may choose.
Abbreviation	LW	Abbreviation used on score boards and checks.
Type	Purse Lewis	Optional money type specifier.
Entry Fee	10	Pay to play...

Payout Type	Percent	Type of money division to use.
Places	2 2 2	There are 3 Groups. Each is being paid 2 places 60-40.

The **Places** specifier is a little tricky sometimes... a value of "2 2" is used to specify two groups each paying 2 places... The number of groups is NOT specified directly as a numerical value... the number of groups is specified by counting the number of digit fields... so, a value of "3 2" would indicate two groups (because there are two numbers here) and the first group pays three places, and the second group pays two places! Now... are you completely confused?

3.2.2.10.1 Lewis Purse Rules

Lewis Purse Rules to Determine Groups (a.k.a. Classes):

1. Divide the number of qualified entries by the number of groups specified. This determines the number of shooters per group.
2. Divide the total of entry fees for the purse by the number groups specified. Each group will be paid the same amount.
3. Divide the entries in to the groups, using the rules below:
 - When an odd number of entries is encountered, the short group shall head the list.
 - When the division line falls in the middle of a tie score:
 - If there are more scores below the dividing line than above, that score heads the next group.
 - If there are more scores above the dividing line than below, that score is the tail of the previous group. The next lower qualifying score will be the head of the next group.
 - When an equal number of tie scores appear above and below the dividing line, that score will be the head of the next group.
 - Whenever the original dividing line is moved due to tie scores, the change **ONLY** applies to two groups in question. All following groups will use the original lines of division.
4. Divide the payout within each group according to the number of places and percentages specified, and all ties divide.

3.2.2.11 Miller Purse

The Miller purse requires each shooter to "out perform" in their class to qualify. Each class has a "qualifying" score that must be shot, and then **all** qualified shooters share equally in the payout!

Name	Miller Purse	Any name you may choose.
------	--------------	--------------------------

Abbreviation	MP	Abbreviation used on score boards and checks.
Type	Purse Miller	Optional money type specifier.
Entry Fee	10	Pay to play...
Payout Type	Equal Amount	Type of money division to use. Each Qualified Shooter will be paid the same amount regardless of their score!
Places		Not Used... All qualifying shooters split the total entry fees pot equally.
Qualifiers	89 92 95 98	Score required to qualify in each class (D-C-B-A). This is just a sample... not necessarily a good equitable list of qualifiers. Each club will decide how best to "use" this option.

3.2.2.12 Special Event

To define a Special Event optional monies type and expect it to work... the event must be a Handicap Event.

Name	Special Event	Any name you may choose.
Abbreviation	SE	Abbreviation used on score boards and checks.
Type	Special Event	Optional money type specifier.
Entry Fee	20.00	Pay to play...
Payout Type	Percent	Type of money division to use.
Places	4	Specifier from Percentage Table to use (40-30-20-10).
Qualifiers	2.3	Specifier from Percentage Table. Buyer-Shooter (70-30) split.
Added Dollars	6110.00	Dollars raised during the Calcutta Auction. ezShoot will add in the shooters entry fees! Changed in Version 2.0! See below!

WARNING:

Beginning with version 2.0, ezShoot uses the "Added Dollars" to be just that... ADDED MONEY! If you assigned each shooter his buyer and the amount paid, then the Added Dollars field will usually be left blank. If, on the other hand, you decide NOT to assign buyers and sale amounts to the shooters, just use the Added Dollars field to ADD the value of the

auction to the event!

3.2.2.13 Dipstick Purse

This purse is borrowed and modified slightly from "Trap Options" by DuWayne Kemmet. The setup is as follows:

Name	DipStick Purse	Any name you may choose.
Abbreviation	DP	Abbreviation used on score boards and checks.
Type	DipStick	Optional money type specifier.
Entry Fee	10.00	Pay to play...
Payout Type	Percent	Type of money division to use.
Places	2 3	Since the Qualifiers Split ID below defines two groups, there MUST be two values defined here. Each group will be paid as specified from Percentage Table... The first group will be two scores (60-40) and the second is 3 scores (50-30-20).
Qualifiers	2	Defines the number of "groups"... This Split ID defines two groups... with the money split 60% - 40%. The Places specifier above will define the division of the money in the two groups!

This example will pay a total of the top 5 scores... There are 2 groups... as defined by the Qualifiers field...

60% - To the Top Group
40% - To the Second Group

The Top Group is being paid 2 places... and the Second Group is being paid 3 places... The Top two scores are paid 60-40 of 60% of the entry fees... and the Next three scores are paid 50-30-20 of the other 40% of the entry fees! This really works out as...

Score	Calculation	% of Total
1st	60% x 60%	36%
2nd	60% x 40%	24%
3rd	40% x 50%	20%
4th	40% x 30%	12%

5th	40% x 20%	8%
-----	-----------	----

The original description of this purse did not allow for the percentages paid to each group to be different, so the default settings would be a Qualifiers of a Split ID of 2.5 or 50%-50%...

50% - To the Top Group
50% - To the Second Group

However ezShoot will allow the creation of Split IDs of any type to be created. If Qualifiers is used with the default, the payouts would be as follows if still using the Places entry of "2 3"...

Score	Calculation	% of Total
1st	50% x 60%	30%
2nd	50% x 40%	20%
3rd	50% x 50%	25%
4th	50% x 30%	15%
5th	50% x 20%	10%

3.2.3 Edit Trophy List

Each event may have its trophy list input... Here we see an event (at the CO State Shoot) with both In State and Out of State Trophies. A two (2) represents Winner and Runner Up trophies, while the (1) would be for a Winner trophy only.

Edit Trophy List

Event 2 TransWest GMC Handicap

Trophy List

	Open	In State	Out State		
Champion		2	2		
19-21½		2	1		
22-24½		2	1		
25-27		2	1		
Lady		2	1		
Sub Junior		2	1		
Junior		2	1		
Veteran		2	1		
Senior Vet		2	1		
Industry Rep					
Professional					
Wheel Chair					

Clear All Clear All Clear All Clear All Clear All

Cancel Close



In this case, there were no Open trophies. The last two columns are blank for this shoot, but would be defined if a Zone Shoot were being held.

4 Shooter Information

The most difficult part of running any shoot is getting all the information about the shooters into the computer. Once that process is done, everything else becomes easy. ezShoot has several different **Shooter Entry Windows**, and all of these entry forms are available to a Desktop Edition user.

- Shooter Entry
- Pre-Squadding Desk
- Classification Desk
- Squadding Desk
- Cashier's Desk

In general, a single point of entry user will rely on the basic shooter entry form for almost all data input. The first section below will describe the common elements of entering a shooter. The other, more specialized forms will be covered in later sections.

4.1 Basic Shooter Entry

The basic shooter entry form is described here. From the Control Panel, use the Shooter button to access this window.

Shooter Entry

Shooter ID # _____ State # _____

Name _____

Address _____

City _____

State _____

Zip _____

Country _____

☐ Plastic Card

☐ Address Change

Classification | Groupings | Special Event | Personal Data

Classification

Master File Date 1/16/2008

Category _____

Singles _____

Handicap _____

Doubles _____

ATA Dues Paid _____ ATA Status _____

Hit	Shot @	2008 %	Hit	Shot @	2007 %

Event Signup

Thursday, June 14, 2007

Event 1 Jason Hinrichs Class Singles

☐ Class Purse

☐ Class 50 Options

☐ Lewis Purse

Event 2 TransWest GMC Handicap

☐ Regular Purse

☐ Yardage Purse

☐ Jackpot Purse

☐ Lewis Purse

☐ 50 Options

Friday, June 15, 2007

Event 3 Class Doubles

☐ Class Purse

☐ Class 50 Options

☐ Lewis Purse

Event 4 Wallace Morrill Handicap

☐ Regular Purse

New Memberships

DTC _____

ATA _____

CSTA _____

Zone _____

NRA _____

Other Charges

Meals _____

Practice _____

Shells _____

Camper _____

Misc _____

Other _____

Other Shoot/Event Fees

Shoot _____

Daily _____

Per 100 _____

JR Disc _____

Discounts _____

EZ SHOOT

\$0.00

\$0.00

Receipts

Post Receipt

4.1.1 Find & Edit a Shooter in this Shoot

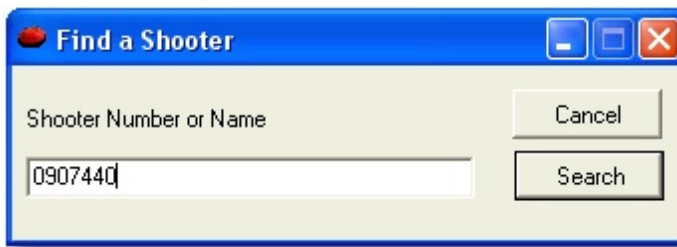
To find a shooter already entered in this shoot, by either Shooter Number or Name, use the "Find" button located at the top of the form. The basic Find Shooter Form is shown below:

Find a Shooter

Shooter Number or Name

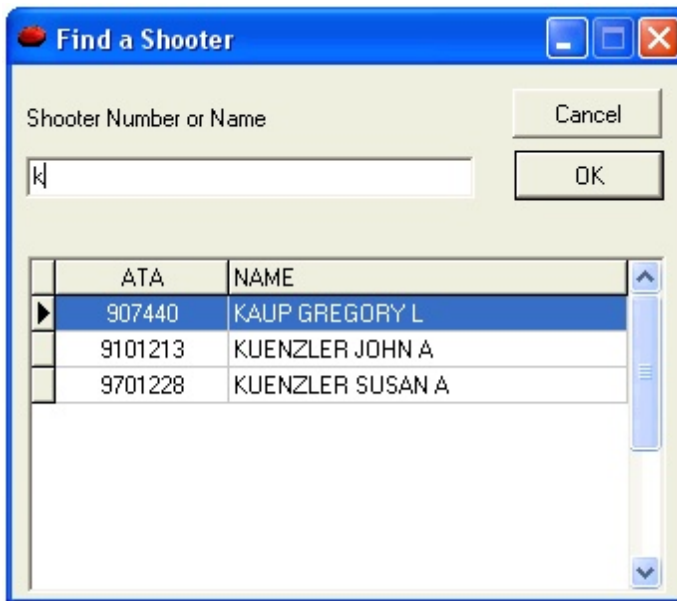
Cancel

As you enter a numeric value, the form will be altered to show a **Search** button... By default, if you press **Enter** ezShoot will try to locate the shooter number specified. The shooter's unique ID is his/her seven (7) digit ATA number. Do not use any dashes or spaces when entering this value. The leading zero in this example is not necessary!



The "Find a Shooter" dialog box has a title bar with a red close button. It contains a text input field labeled "Shooter Number or Name" with the value "0907440". To the right of the input field are two buttons: "Cancel" and "Search".

If you begin entering a Name... The form will automatically begin showing a list of possible matches... Remember, the ATA uses the famous "Last Name first... First Name second... Middle Initial last" (From the movie "No Time for Sargents). As shown below, if you press **Enter**, ezShoot will find the highlighted shooter and begin the edit process. Using the up and down arrows, you may select a different shooter to highlight, and then click the Ok button, or press the Enter key to begin the edit.



The "Find a Shooter" dialog box shows a list of search results. The input field now contains "K". The list has three rows, with the first row highlighted. The buttons are now "Cancel" and "OK".

	ATA	NAME
▶	907440	KAUP GREGORY L
	9101213	KUENZLER JOHN A
	9701228	KUENZLER SUSAN A

4.1.2 Add Shooter to this Shoot

This form contains the information about a shooter that needs to be entered. No alterations of the data displayed may be made without first finding a shooter already in this shoot (i.e. by using the Find button), or beginning the **Insert** of a new shooter.

Shooter Entry (*)

Find Edit Post Insert Cancel Delete Scores Validate Squadding Search

Shooter

ID # State #

Name
Address
City
State ☐ Plastic Card
Zip ☐ Address Change
Country

Classification Groupings Special Event Personal Data

Classification

Master File Date 11/19/2008

Category
Singles
Handicap
Doubles

ATA Dues Paid ATA Status

Hit	Shot @	2008 %	Hit	Shot @	2007 %

Event Signup

Saturday, August 30, 2008

Event 1 Sportsmans Warehouse Doubles

☐ ☐ ☐ ☐

☒ Added Money
☐ Class Purse
☐ Class 50 Options
☐ Lewis Purse

Event 2 Wells Fargo Handicap

☐ ☐ ☐ ☐

☐ Jackpot Purse
☐ Yardage Purse
☐ 50 Options
☐ Lewis Purse

Sunday, August 31, 2008

Event 3 Bank of Colorado Singles

☐ ☐ ☐ ☐

☒ Added Money
☐ Class Purse
☐ Class 50 Options
☐ Lewis Purse

Event 4 DTC Advertisers Handicap

☐ ☐ ☐ ☐

New Memberships

DTC
ATA
CSTA
Zone
NRA

Other Charges

Meals
Practice
Shells
Camper
Misc
Other

Other Shoot/Event Fees

Shoot
Daily
Per 100
JR Disc
Discounts

EZ SHOOT

\$0.00 Receipts
\$0.00 Print Receipt

The form will be blank and once an ATA Number (a.k.a. Shooter ID Number) has been entered, the address information will be supplied from either the Local ATA Shooter Table, or the Master ATA Table.

4.1.2.1 Brand New ATA Member

The ATA has specified... When a new entry is also a first time ATA shooter, use a temporary ATA Number less than 9999.

When entering a brand new shooter, use the magic word **NEW...** and ezShoot will lookup an unused number for you! This Number will be between 1 and 4000... Then all of the information may be entered. This will flag this shooter so the ATA will know that it is a first time ever ATA member!

4.1.2.2 Unknown ATA Shooter

When a shooter shows up that HAD an ATA number, but it cannot be found... Use the magic word **UNKNOWN...** ezShoot will lookup a number between 4001 and 5000. This allows ezShoot to warn the ATA about the problem! All of the information will have to entered, but at least the ATA will be warned that the shooter should already exist. This happens of course when the shooter just purchased his first ATA membership within the last few weeks, or hasn't shot for many years and has restarted again.

4.1.3 Shooter Classification

The Classification section will supply values... if this shooter has attended a shoot at your club before, the classifications displayed will be those from that last shoot. In the case shown here, the shooter has never been to this club before, so the classifications are set to the maximum available. It is very important to understand that the four classifications here are the shooter's **initial classifications**.

Notice, the four classification boxes are filled with **Red Values**. A shooter is not considered classified until all four fields have been changed to **Black Values**. The easiest way to accomplish this is to use the Enter or Tab Key to "move" from field to field. As you exit a field, it will be changed to Black and it is considered officially set. If you are running a Classification Desk, the process is a little different.

Classification | Groupings | Special Event | Personal Data

Classification

Master File Date **11/19/2008**

Category

Singles AAA AA

Handicap 27 27 27

Doubles AAA AA

ATA Dues Paid P ATA Status 1

Hit	Shot @	2008 %	Hit	Shot @	2007 %
9393	9450	99.40%	8089	8150	99.25%
7936	8400	94.48%	6718	7200	93.31%
6118	6300	97.11%	5870	6000	97.83%

◀ ▶

In this example, the ATA Master Table has been downloaded and is dated 11/19/2008. The center column of classifications (also shown in red) are a "best guess" from the ATA data shown below, and limited to the maximum classes used in the shoot definition. As shown here, the maximum classes are AA.

ezShoot will also fill in the last three year's averages from the Master ATA Table. Remember that the ATA does NOT want you to use this solely to classify shooters. Also remember that the current shoot year begins on September 1st again.

The grayed box containing "27" is the actual value of handicap yardage from the ATA master data file. Of course, the shooter's card should always be used... Maybe a shooter has refused a yardage reduction and the letter hasn't gotten back to the ATA yet! Or maybe a shooter has earned yardage and the data hasn't been placed in to the master file!

Whenever you alter the value of a classification, the classification in each Event NOT already marked finished, will also be changed! This is NOT the place to do Class Advances... that should be carried out at the Event level!

4.1.3.1 Classification Details

Sometimes it is very nice to have more detail about a shooter's history. Double clicking on the "**Master File Date**" produces the following window:

Classification Details Form

Shooter **KASTLE LEE**

Singles **Handicap** **Doubles**

Club	Date	Hit	Shot@
DELTA TC	09/02/07	99	100
	09/02/07	99	100
COLORADO CLAYS	09/08/07	99	100
	09/08/07	99	100
KANSAS TA	09/28/07	99	100
	09/28/07	99	100
	09/29/07	98	100
	09/29/07	98	100
COLORADO CLAYS	02/10/08	98	100

Club	Date	Hit	Shot@
From Card	Today		

Recalculate Averages and Classes

97 <= AA < 100
 94 <= A < 97
 91 <= B < 94
 88 <= C < 91
 D < 88

Avg Type	Class	Hit	Shot@	Average
YTD	AA	1664	1700	97.88
Last 1000	AA	972	1000	97.20
Last 500	A	482	500	96.40
PITA 1000	AA	972	1000	97.20
ezAvg	AA	1472	1500	98.13
ezAvg 1000	AA	780	800	97.50

The tabs near the top will show you the data for a specific type of event. The middle section allows you to enter Hit and Shot@ from the shooter's average card. Since the data from the ATA can be as much as eight weeks out of date, your shooter may (hopefully) have been shooting. When you have completed entering the newest scores, use the Recalculate Averages and Classes button.

This Classification Details window is available for each shooter. As a Classifier (i.e. using the Classify button) this data window appears automatically. A Cashier or back room Shooter Entry will have to "ask" for this form to be shown.

4.1.3.2 Classification Averages

ezShoot calculates several types of averages to aid in classification:

1. **YTD** (i.e. Year to Date):
This is the standard method of calculating averages. ALL scores are include since the beginning of the shoot year.
2. **Last 1000 Targets:**
Just uses the last 1000 targets shot.
3. **Last 500 Targets:**
Just uses the last 500 targets shoot.
4. **PITA 1000 Targets:**
Since I have never been a PITA member, I have used a method that was given to me by friends. Average the last 1000 targets, then throw out any scores that are more than 20% below the average. Recalculate the average. This table entry will show the actual number of targets used in the final average.
5. **ezAvg:**
The mathematician in me MADE me do this. It assumes that the data has a Normal Distribution. Then drops all scores that are more than 1.41 Standard Deviations (actually, it's $\sqrt{2}$) below the mean and more than 2 Standard Deviations above the mean. This produces a new average which helps take care of the "known ability" rule for shooters unknown to the classification committee.

If we assume a normal distribution, then we know:

- 68.27% of all scores are within 1 standard deviation.
- 95.45% of all scores are within 2 standard deviations.
- 99.73% of all scores are within 3 standard deviations.

Chebyshev's inequality states that nearly all random distributions, not just normal ones, we have the following weaker bounds:

- At least 50% of all data points are within $\sqrt{2}$ standard deviations.
- At least 75% of all data points are within 2 standard deviations.
- At least 89% of all data points are within 3 standard deviations.
- At least 94% of all data points are within 4 standard deviations.

6. **ezAvg 1000:**
Exactly the same as the ezAvg above, except that it starts with only the last 1000 targets.

4.1.4 Other Shooter Information

4.1.4.1 Shooter Groupings

The screenshot displays the 'ezShoot' software interface with the 'Groupings' tab selected. The interface features four tabs at the top: 'Classification', 'Groupings', 'Special Event', and 'Personal Data'. The 'Groupings' tab is active, showing three dropdown menus labeled 'Team', 'Zone', and 'Group'. A mouse cursor is positioned over the 'Team' dropdown menu. The background of the interface is a light beige color.

4.1.4.2 Shooter Special Event

Classification | Groupings | **Special Event** | Personal Data

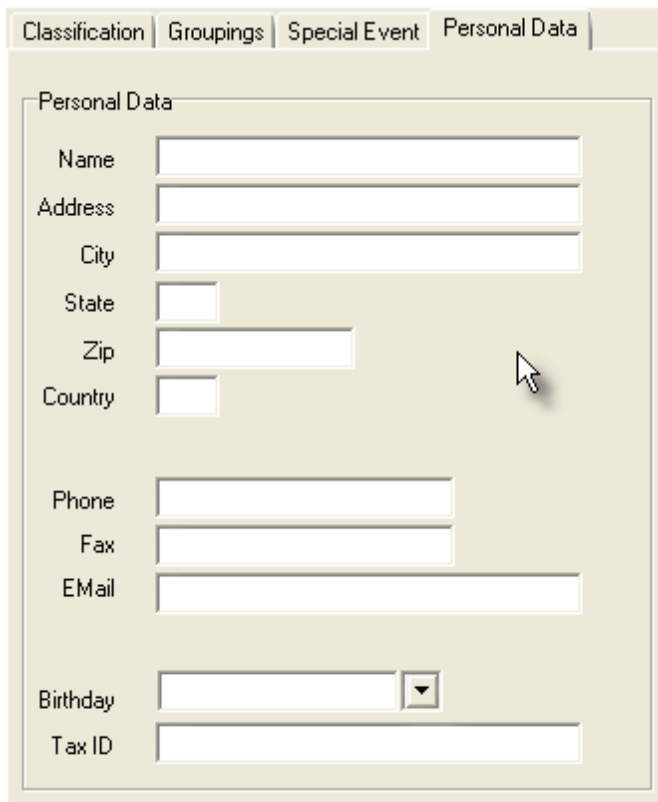
Special Event Info

Sale ID

Buyer

Paid

4.1.4.3 Shooter Personal Information



The image shows a screenshot of a web application interface for 'ezShoot'. At the top, there are four tabs: 'Classification', 'Groupings', 'Special Event', and 'Personal Data'. The 'Personal Data' tab is selected and highlighted. Below the tabs, the 'Personal Data' section is displayed. It contains several input fields for personal information: 'Name', 'Address', 'City', 'State', 'Zip', 'Country', 'Phone', 'Fax', 'EMail', 'Birthday', and 'Tax ID'. The 'Birthday' field includes a date picker icon. A mouse cursor is visible over the 'Zip' field.

Classification	Groupings	Special Event	Personal Data
Personal Data			
Name			
Address			
City			
State			
Zip			
Country			
Phone			
Fax			
EMail			
Birthday	▼		
Tax ID			

4.1.5 Setting Events

By the time you have entered a shooter's basic information... its time to take care of the squadding and optional monies! The basic entry form is show below:

Saturday, September 1, 2007

Event 1 Sportsmans Warehouse Doubles

Classification for this event! **AA** **25.3** Squad 25 Post 3

☒ Added Money
☒ Class Purse
☒ Class 50 Options
☒ Lewis Purse

Special Category specified for this event!

Any class advancement earned in this event!

Event 2 Wells Fargo Handicap

27 **25.3**

☒ Jackpot Purse
☒ Yardage Purse
☒ 50 Options
☒ Lewis Purse

Each optional has been entered! If these are "grayed out," then the event has be officially "Started." Which indicates that no optionals may be entered or withdrawn!

Sunday, September 2, 2007

Event 3 Bank of Colorado Singles

AA **25.3**

☒ Added Money
☒ Class Purse
☒ Class 50 Options
☒ Lewis Purse

Event 4 DTC Advertisers Handicap

27 **1.00** **25.3**

The first three items are rarely used and a mouse click must be used to edit them. Of the three, the Event Special Category field is most often used... Let's assume for the moment that a Junior shooter that has signed up (i.e. the declared class is "J")... This shooter will NOT be allowed to enter any monies in any events and will be sold discounted targets as defined on the Club and State Information Forms. Now... this shooter comes in and wants to enter the Progressive Purse! Ok, we change the **Events** Special Category to **J\$** (i.e. Junior playing the Money). The optional monies are enabled and the target price is returned to FULL price for the event.

Setting the Squad and Post --

Enter a **Squad.Post** (e.g. **5.5**) followed by the <CR> or <Enter> key. This will enable all of the options for the event and will move to the first optional. If no Squad.Post is entered, leaving this field blank, will move to the next Event field. ezShoot will automatically check to see that the Squad.Post specified is not already occupied by another shooter, and... will check for any yardage spread problem... as soon as you strike the Enter key. A warning box will be shown... Choosing the Ok button will then allow the

problem to exist, and move to the next field. Choosing Cancel will return to the same field and await further input.

After an event has been marked (on the Control Panel) as Started, ezShoot will not allow the shooter to enter any optionals. The check boxes will remain grayed out.

Very important to understand: Erasing this field (i.e. making it blank) will produce a With Draw! if there are ANY options still specified! To alter the Squad.Post without removing the optional entries, "select" the Squad.Post value using the double click or click and drag methods commonly used with Windows programs. When the new specification is entered, ezShoot never "sees" a blank field!

4.1.5.1 Squadded vs. Pre-Squadded

OK, now how do we handle the shooter that only wants to pay for the next event?

The screenshot shows the 'Event Signup' window for 'Saturday, August 30, 2008'. It lists two events:

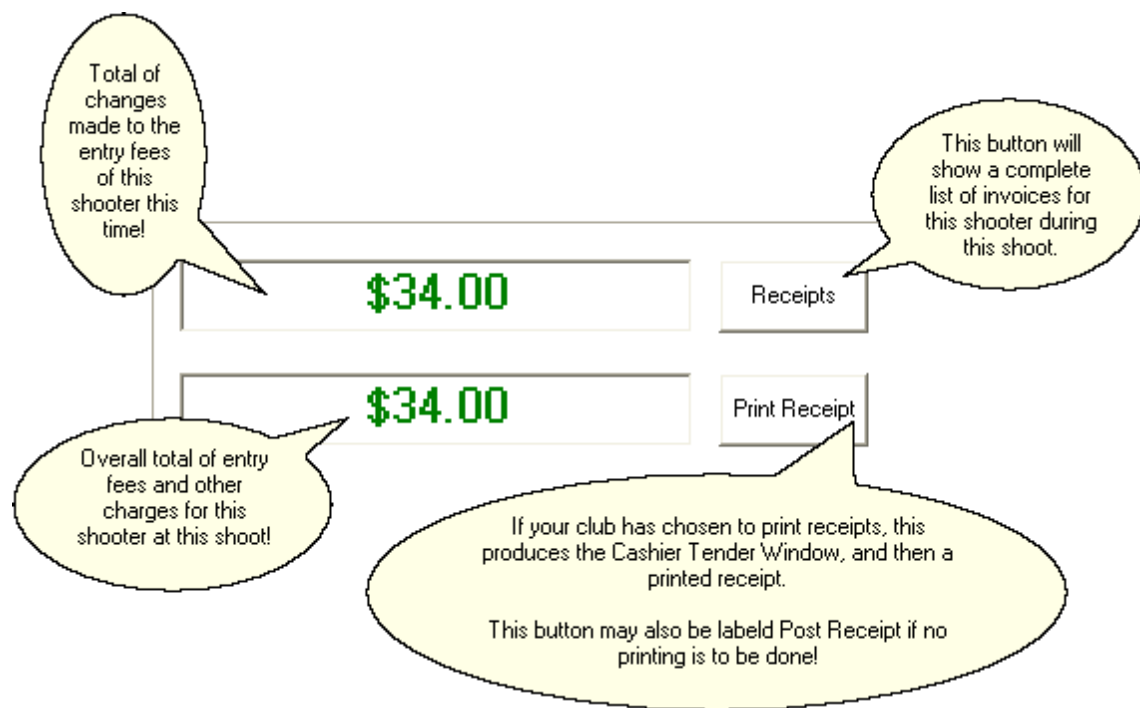
- Event 1 Sportsmans Warehouse Doubles**: Squad.Post is 'A', and the total is '1.1'. A callout bubble points to the date bar: 'Right mouse click this "Day Bar" to use popup menu on events for the Day.'
- Event 2 Wells Fargo Handicap**: Squad.Post is '27', and the total is '9.4' (highlighted in red). A callout bubble points to the total: 'Right click to see popup menu for a single event.'

Below each event are checkboxes for optional entries:

- Event 1: ☒ Added Money, ☐ Class Purse, ☐ Class 50 Options, ☐ Lewis Purse.
- Event 2: ☐ Jackpot Purse, ☐ Yardage Purse, ☐ 50 Options, ☐ Lewis Purse.

A third callout bubble points to an empty area below Event 2: 'Right click in an unused area to see popup menu for all unfinished events.'

In this example, notice that the totals only show the \$28.00 targets plus the \$6.00 daily fees. The second event has been pre-squadded, but not yet paid for! ezShoot really uses the pre-squadded squad.post value (always shown in red) to also indicate that the event has NOT been paid for! Since the event has not been paid for, no options are allowed.



4.1.6 Setting Options

Setting the Optional Monies --

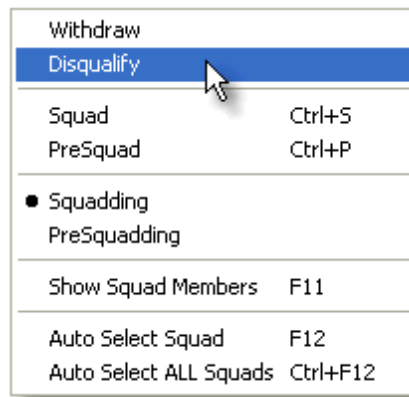
The mouse may be used to set or clear each of the optionals, but the special keys outlined below will speed data entry since they are all located on the numeric keypad:

0	Set the optional to OFF and move to the next optional.
1	Set to ON
<cr>	Leave as is and move to the next optional.
<tab>	Same as <cr>
+	Use the Plus Sign to set this and all following optionals, in this event, to ON.
-	The Minus Sign sets this and all following optionals, in this event, to OFF

No further keystrokes are necessary to move between optionals, and when the last optional is set (either ON or OFF), ezShoot will advance to the next Event's Squad.Post field.

4.1.7 Withdraw / Disqualify

To take care of shooters that want to withdraw AFTER an event has begun, use the Right Mouse Button Click on the Squad.Post field to get the menu shown below:



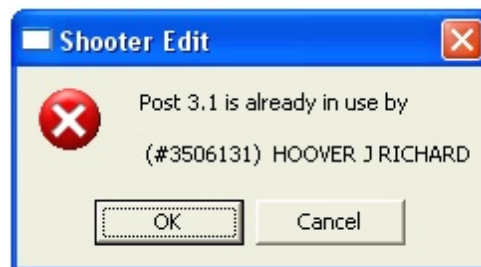
ezShoot treats this case of Withdraw as refunding Target Fees, but NOT the optional monies... These monies are still to be paid out to the remaining shooters.

A Disqualification is handled a little differently... NO money is assumed to be returned to the shooter... and the options are STILL paid out! Also, no scores for the event will be reported to the ATA.

If you need to handle the monies differently, depending on your club's rules, you may have to alter the Event Started state (on the Main Form) and then edit the options manually!

4.1.8 Entry Errors

While entering a shooter, if any **Squad.Post** is already assigned to another shooter, a pop up will show the offending entry.



Pressing **OK** will allow the duplication of the **Squad.Post**, but you will receive notification of this error again. **Cancel** will allow you to reenter the **Squad.Post** for the current shooter.



Again, pressing OK will allow this problem to exist, but you will be notified again!

4.1.9 Search for Shooter in Master DB

Sometimes it is necessary to locate information about a shooter using the Master Database from the ATA and/or PITA. The **Search** button performs this type of locate...

Search For Shooter Form

Search For: Name or Number

Results: 0 / 8

Buttons: Cancel, Search, Clear

Search Results from LOCAL ATA Database

▶	ATANUMBER	NAME	ADDRESS	CITY	STATE	ZIP

Search Results from ATA Master Database

▶	ATANUMBER	NAME	ADDRESS	CITY	STATE	ZIP
	907440	KAUP GREGORY L	PO BOX 78	DELTA	CO	81416
	907480	KAUP MEREDITH E	PO BOX 63	DELTA	CO	81416
	213170	KAUP MIKE A	1025 17TH ST	BAKER CITY	OR	97814
	8806885	KAUPER FRED E	1309 JEFFERSON	NAPERVILLE	IL	60540
	8502759	KAUPKE CHARLES	5709 SAGE RD	STILLWATER	OK	74074
	907483	KAUPP JOHN	217 ASH ST	CASTLE ROCK	CO	80104
	907485	KAUPP RODGER P	3670 S HOOKER	ENGLEWOOD	CO	80110

ezShoot will try and locate either the Name or ID Number specified... The Name search requires at least four (4) characters in an effort to cut down on the huge data transfer that could be created when searching over 100,000 shooters! In the example above, KAUP is NOT located in the club's master database, but eight (8) shooters are located in the ATA master.

If you are performing this search from the Shooter Entry Form, then a double click on one of the entries above will perform an automatic Insert. For those shooters who cannot remember to bring their ID cards, this will save a great deal of time.

4.1.10 Squadding Errors

The squadding errors report is available at any time while entering or editing shooters. The **Validate** button (the big red check mark) will display this report... as shown below. Validation is always run on every event that has **not** been marked as **Ended**, including duplicate post errors, and yardage spreads. Any spread over two yards is reported.



Every time you close the Edit Shooter Form, this report is run on all unfinished events, and the total number of errors is displayed on the ezShoot Main Form's status bar.

4.2 Pre-Squadding Desk

At our home club, pre-squadding is performed over the phone or in person. Just before the shoot, we enter all of this data to reduce errors in data entry. Each shooter is "Inserted" and his/her Handicap Yardage is changed to whatever has been specified by the shooter.

PreSquad Form (*)

Shooter ID # **0907440** State # **0769**

Name **KAUP GREGORY L**

Address **PO BOX 78**

DELTA

State **CO**

Zip **81416**

Country

Classification Groupings Special Event Personal Data

Classification

Master File Date **11/19/2008**

Category

Singles **A**

Handicap **27**

Doubles **A**

ATA Dues Paid ATA Status

Hit	Shot @	2008 %	Hit	Shot @	2007 %
1017	1100	92.45%	937	1000	93.70%
986	1100	89.64%	964	1100	87.64%
809	900	89.89%	802	900	89.11%

Event Signup

Saturday, August 30, 2008

Event 1 Sportsmans Warehouse Doubles

A

Event 2 Wells Fargo Handicap

27

Sunday, August 31, 2008

Event 3 Bank of Colorado Singles

A

Event 4 DTC Advertisers Handicap

27

Monday, September 1, 2008

Event 5 Fuoco Motor Handicap

27

Event 5.1 1st 100 Fuoco Motor

27

Event 5.2 2nd 100 Fuoco Motor

27

Then the squad and post is entered for each event. Notice, that all of the Classifications and Squad. Posts are shown in **Red** and never change. Remember, we are using this form to perform Pre-Squadding... Usually in a mass entry form. The shooter is not at the shoot yet, and is definitely not paying right now!

4.3 Classification Desk

Shooter Classification

Find Edit Post Insert Cancel Delete Validate Search

Shooter ID # **0907400** State # **LIFE**

Name **KASTLE ROBERT**

Address **[REDACTED]**

City **[REDACTED]**

State **CO** ☐ Plastic Card

Zip **80232** ☐ Address Change

Country **US**

Classification Groupings Special Event Personal Data

Classification Master File Date **11/19/2008**

Category **V**

Singles **A** **A**

Handicap **25.5** **24.5** **24.5**

Doubles **B** **B**

ATA Dues Paid **P** ATA Status **1**

Hit	Shot @	2008 %	Hit	Shot @	2007 %
2341	2450	95.55%	1230	1300	94.62%
3055	3500	87.29%	2041	2350	86.85%
1851	2100	88.14%	895	1000	89.50%

Shooter **KASTLE ROBERT**

Singles **Handicap** **Doubles**

Club	Date	Hit	Shot@
BERTHOUD GC	09/23/07	96	100
TUCSON TRAP & SKE	02/21/08	99	100
	02/23/08	143	150
GRAND JUNCTION TC	05/24/08	93	100
	05/25/08	95	100
	05/25/08	93	100
COLORADO STATE TI	06/12/08	100	100
VERNAL ROD & GC	06/14/08	96	100
CHEYENNE TRAP AN	06/28/08	94	100

From Card

Club	Date	Hit	Shot@
	Today		

Recalculate Averages and Classes

97.00	<=	AA	<100.00
94.00	<=	A	< 97.00
91.00	<=	B	< 94.00
88.00	<=	C	< 91.00
		D	< 88.00

Avg Type	Class	Hit	Shot@	Average
YTD	A	2341	2450	95.55
Last 1000	A	954	1000	95.40
Last 500	A	577	600	96.17
PITA 1000	A	954	1000	95.40
ezAvg	A	2141	2250	95.16
ezAvg 1000	A	854	900	94.89

New Memberships

DTC **[REDACTED]**

ATA **[REDACTED]**

CSTA **[REDACTED]**

Zone **[REDACTED]**

NRA **[REDACTED]**

Event Signup

Saturday, August 30, 2008

Event 1 Sportsmans Warehouse Doubles

B **V** **A** **44.3**

Event 2 Wells Fargo Handicap

25.5 **V** **[REDACTED]** **25.2**

Sunday, August 31, 2008

Event 3 Bank of Colorado Singles

A **V** **[REDACTED]** **25.2**

Event 4 DTC Advertisers Handicap

25.5 **V** **[REDACTED]** **25.2**

Mark as Official

Print Sign Up Form

4.4 Squadding Desk

Squadding Form (*)

Find Edit Post Insert Cancel Delete Validate Search Squadding

Shooter

ID # **0907440** State # **0769**

Name **KAUP GREGORY L**

Address **PO BOX 78**

City **DELTA**

State **CO**

Zip **81416**

Country

Classification Groupings Special Event Personal Data

Classification

Master File Date **11/19/2008**

Category

Singles **A**

Handicap **27**

Doubles **A**

ATA Dues Paid ATA Status

Hit	Shot @	2008 %	Hit	Shot @	2007 %
1017	1100	92.45%	937	1000	93.70%
986	1100	89.64%	964	1100	87.64%
809	900	89.89%	802	900	89.11%

Event Signup

Saturday, August 30, 2008

Event 1 Sportsmans Warehouse Doubles

A [] [] **1.1**

Event 2 Wells Fargo Handicap

27 [] [] **9.4**

Sunday, August 31, 2008

Event 3 Bank of Colorado Singles

A [] [] []

Event 4 DTC Advertisers Handicap

27 [] [] []

Monday, September 1, 2008

Event 5 Fuoco Motor Handicap

27 [] [] []

Event 5.1 1st 100 Fuoco Motor

27 [] [] []

Event 5.2 2nd 100 Fuoco Motor

27 [] [] []

Squad Information

FirstNextLocate Shooter

KAUP GREGORY L

Event 2 Wells Fargo Handicap

SaturdayDoubles 1Handicap 2SundaySingles 3Handicap 4MondayHandicap Master 5.0Handicap 5.1Handicap 5.2

Scroll LeftScroll Right

Squad	Ydg	Name
1.1	24	DOBBS RONALD E
1.2	23.5	KISER HAROLD E
1.3	25	GRAF JOHN HARRISON
1.4	24	LEBORGNE WAYNE E
1.5	23.5	LARKIN FRED C
2.1	20	BARTLETT ROBERT
2.2	21	BULLIS DANNY
2.3	21	BELK JAMES R
2.4	20	BORDEN BRIAN G
2.5	20	BOLLER SHARON L
3.1	26.5	VOLZ DON S
3.2	27	SEMSACK ROBERT L
3.3	27	VOLZ TIGER M
3.4	25.5	SCHNEIDER LESLIE N
3.5	25.5	BUCKELEW JAMES K
4.1	27	WILHELM RICHARD L
4.2	27	MCCAULEY ETHAN C
4.3	27	BEAMAN JANESEA J
4.4	27	LEMASTER VAN
4.5	27	KELLY JOHN E
5.1	27	GACCETTA CARL M
5.2	27	MORRILL WALLACE G
5.3	27	NEWELL DAVID T
5.4	27	HEMSI CLAUDE C
5.5	26.5	YEIK BRUCE L

Squad	Ydg	Name
6.1	26	SMITH TOM L
6.2	24.5	WHITAKER NANCY I
6.3	26	HENDRICKS GLEN J
6.4	27	WHITAKER II WM B
6.5	25	TREMBATH WALLY E
7.1	27	HAYCOCK CLIFF E
7.2	27	YOUNGBLOOD ROBERT M
7.3	27	HUFFMAN CHRIS H
7.4		
7.5	27	REID GERALD J
8.1	27	WOODSLEY PAT B
8.2		
8.3	27	TREAT DANIEL R
8.4	27	THRELKELD MIKE D
8.5	27	BLAIR RON D
9.1	26	BANKS DAVID L
9.2		
9.3	27	OLSON RICKY
9.4	27	KAUP GREGORY L
9.5		
10.1		
10.2	25	JONES STEVEN S
10.3	27	JONES CORY T
10.4	26	MCCANN RICKEY G
10.5	27	HERMAN MIKE

Squad	Ydg	Name
11.1	25	CEMBALISTY WESLEY J
11.2	26.5	PREMAN KENNETH L
11.3	25	EPP GAIL D
11.4	24.5	DENNIS DAVID R
11.5	25	DENNIS CHRISTOPHER G
12.1	25	CANTO RON L
12.2	27	SPENCER BRAD
12.3	27	SMUIN BOBBY
12.4	25	BATLEY JERRY K
12.5	26.5	ROBERTS LYNN A
13.1	27	JOHNSON STEVE P
13.2	25.5	OBENCHAIN BILL G
13.3	26	JOHNSON HAYDEN J
13.4	27	OBENCHAIN SCOTT J
13.5	27	JOHNSON ROSS D
14.1	21	NEWCOMB FRANK E
14.2	19.5	MASON PEGGY A
14.3	20.5	DIBLE DIANE M
14.4	19	HILL LINDA L
14.5	19	SEMSACK DOLORES M
15.1	27	CURTICE JR BILL H
15.2	27	BINGHAM LORIN A
15.3	27	UNGERMAN GORDON J
15.4	27	JEANSELME BERT
15.5	27	HARRIS RICHARD B

4.5 Cashier's Desk

Cashier (*)

Find Edit Post Insert Cancel Delete Scores Validate Squadding Search

Shooter
 ID # **0907440** State # **0769**

Name **KAUP GREGORY L**
 Address **PO BOX 78**
 City **DELTA**
 State **CO** ☐ Plastic Card
 Zip **81416** ☐ Address Change
 Country **US**

Classification Groupings Special Event Personal Data

Classification
 Master File Date **11/19/2008**

Category **A** **B**
 Singles **A** **B**
 Handicap **27** **27** **27**
 Doubles **A** **A**

ATA Dues Paid **P** ATA Status **1**

Hit	Shot @	2008 %	Hit	Shot @	2007 %
1017	1100	92.45%	937	1000	93.70%
986	1100	89.64%	964	1100	87.64%
809	900	89.89%	802	900	89.11%

Event Signup

Saturday, August 30, 2008

Event 1 Sportsmans Warehouse Doubles
A **1.1**
☒ Added Money
☒ Class Purse
☒ Class 50 Options
☒ Lewis Purse

Event 2 Wells Fargo Handicap
27 **9.4**
☐ Jackpot Purse
☐ Yardage Purse
☐ 50 Options
☐ Lewis Purse

Sunday, August 31, 2008

Event 3 Bank of Colorado Singles
A
☒ Added Money
☐ Class Purse
☐ Class 50 Options
☐ Lewis Purse

Event 4 DTC Advertisers Handicap
27

New Memberships
 DTC **ATA** **CSTA** **Zone** **NRA**

Other Charges
 Meals **Practice** **Shells** **Camper** **Misc** **Other**

Other Shoot/Event Fees
 Shoot **Daily \$6.00** **Per 100** **JR Disc** **Discounts**

EZ SHOOT

\$64.00 **Receipts**
\$64.00 **Print Receipt**

Event Signup

Saturday, August 30, 2008

Event 1 Sportsmans Warehouse Doubles
A **1.1**
☒ Added Money
☒ Class Purse
☒ Class 50 Options
☒ Lewis Purse

Event 2 Wells Fargo Handicap
27 **9.4**
☐ Jackpot Purse
☐ Yardage Purse
☐ 50 Options
☐ Lewis Purse

Prior Receipts Form

KAUP GREGORY L

	Receipt ID	Amount	Tendered	Change	By	Time Stamp
▶	343	64	64		anarchy	12/13/2008 1:09:40 PM

Print

Preview

Close

0907440 0769
KAUP GREGORY L
PO BOX 78
DELTA, CO 81416

Delta Trap Club, Inc.
DEBUG - Labor Day 2008
New Entry

Category
Singles **A**
Handicap **27**
Doubles **A**

Event 1 Sportsmans Warehouse Doubles	1.1
Target Services	\$28.00
Class Purse	\$10.00
Class 50 Options	\$10.00
Lewis Purse	\$10.00
Total For Event	\$58.00
Event 2 Wells Fargo Handicap	9.4
Target Services	\$0.00
Total For Event	\$0.00
Event 3 Bank of Colorado Singles	
Target Services	\$0.00
Total For Event	\$0.00
Event 4 DTC Advertisers Handicap	
Target Services	\$0.00
Total For Event	\$0.00
Event 5 Fuoco Motor Handicap	
Target Services	\$0.00
Total For Event	\$0.00
Event 5.1 1st 100 Fuoco Motor	
Target Services	\$0.00
Total For Event	\$0.00
Event 5.2 2nd 100 Fuoco Motor	
Target Services	\$0.00
Total For Event	\$0.00
Shoot Fees	
Daily	\$6.00
Total Shoot Fees	\$6.00
Miscellaneous Fees	
Total Miscellaneous Fees	\$0.00

Total New Entry	\$64.00
Amount Tendered	\$64.00
Change	\$0.00
Total Amount Due	\$0.00

12/13/2008 1:09:40 PM

anarchy / \$64.00#1234

5 Event Scores

5.1 Enter or Edit Scores

Use this form to enter or edit scores for the default event. The default event is the only event that scores may be entered for, and that event should be marked as Started. It's designed so that two (2) digits are entered, unless you mess up on a score. If you were to mess up, you will have to press the <Enter> key one time to get to the next field, then the auto advance after two digits will begin again.

After all the scores have been entered and inspected, use the Verify button to post the scores to the appropriate tables.

Score Entry and Print

Shoot and Current Event

October 9 2004 **Event 2.0 100 Handicap**

Squad	Trap 1	Trap 2	Trap 3	Trap 4	Total
1)					
2)					
3)					
4)					
5)					

Print Score Boards

☐ All Squads in the Event ☐ Need Headers

☒ Squad Range

From To

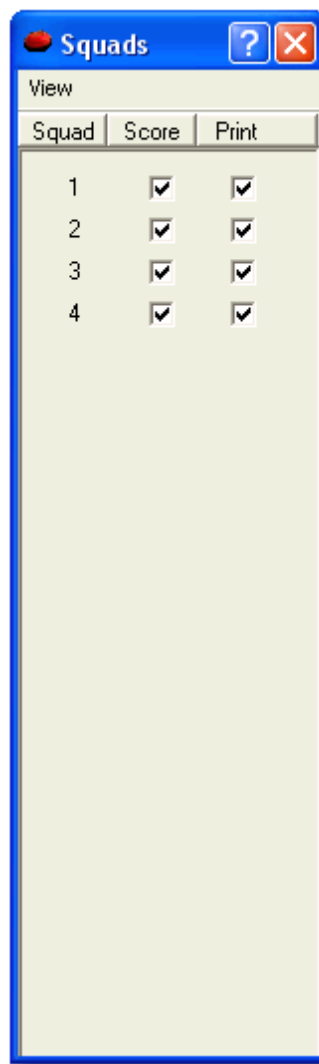
Print Reports Verify

Preview Missing Ignore

Score Keeper Close

Any report may be selected by using the Reports button... Score Boards for hanging can be obtained by using the Print or Preview buttons.

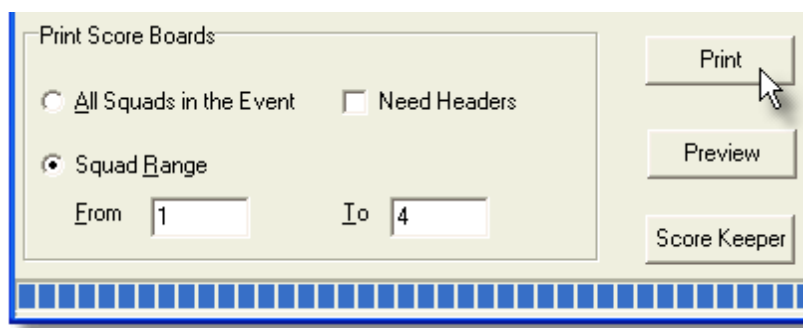
Below, is a sample Score Keeper form... This information form is available for either of the Enter Scores Forms. Whenever scores have been entered for a squad, and **Verified**, the checkbox for that squad will be set. When the scoreboard for that squad is printed, the checkbox will be set. The Scores Entry Forms will use this information in an attempt to guess at logical Squad Range values.



Squad	Score	Print
1	☒	☒
2	☒	☒
3	☒	☒
4	☒	☒

5.2 Printing Scores

Printing score boards from this form is quite easy:



Print Score Boards

☐ All Squads in the Event ☐ Need Headers

☒ Squad Range

From To

Print

Preview

Score Keeper

Select the "From" and "To" squad numbers to print; and if necessary, check the "Need Headers." Click Print! Remember though, score boards are printed on legal size paper.

5.3 Event Reports

The **Report** button of the ezShoot control panel, or from the **Reports** button of the Scores Entry Form will bring up this **Select Report to Print Event Scores** form.

From this window, select the report to run, the event in question, and click Print! The details of all the reports is covered in the Event Reports Chapter.

6 Event Reports

All event specific reports are available from this form. This form is available from the ezShoot control panel (i.e. Report button) or from the scores entry form.

Each of the reports may be run on any event. Some of the reports will allow the **Squad Range** to be specified. The **Category** radio box can only be used for the High Gun reports.

6.1 Score Boards

Ok, you've decided NOT to post all the scores by hand... ezShoot will help... For shoots that only have trophies for Open Categories, the following header and squad printout are created. The use of push pins and glue sticks makes hanging these a breeze! Just remember to print a new header page for the top of each group (1-10, 11-20, etc). Also, these reports are printed on legal size paper!

October 9 2004									
Event 2.0 100 Handicap						10/9/2004			
Squad	Shooter Name	Total	19-21%	22-24%	25-27				

1.1	WOOSLEY PAT B		23	22	22	23	90			90			
9000994	27	C.O.	RP	O50	O25	LW	P50						
1.2	FRANCHINI GERALD L		20	22	21	24	87			87			
9105043	27	C.O.					P50						
1.3	ELLIOTT MEL		23	22	20	22	87			87			
9901972	26	C.O.					O25 LW P50						
1.4	KUENZLER JOHN A		21	20	22	19	82			82			
9101213	27	C.O.					LW P50						
1.5													

2.1	STOTTS JOSEPH E		21	18	19	17	75						
8003414	26	NM											
2.2	BROUGHTON WILLIAM C		23	22	24	25	94			94			
9401407	27	C.O.					LW P50						
2.3	FRANCHINI MIKE T		24	24	24	23	95			95			
9103462	27	C.O.					LW P50						
2.4	THRELKELD MIKE D		23	22	20	23	88			88			
9201572	27	C.O.					LW						
2.5													

Now, if you have Out of State Trophies defined, the following two pages will also be printed. It is easiest to glue the two header pages together, then each pair of squads together, and then hang the squads on the headers. Note: The first column of the Special Categories Header and Squad sheets is covered up by the left half of the squad sheet... GLUE room!

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6.2 Event Statistics

6.3 Hustler List

Delta Trap Club, Inc.			May Shoot						Hustler List	
Event 1.2 2nd 100 Handicap										
5/3/2003										
Squad	Shooter Name	Class	Total Optional Money Played							
1.1										
1.2										
1.3										
1.4										
1.5										
2.1	0000001 NEWCOMB FRANK	CO 20	20	19	19	16	74			
2.2	0115261 MARC HETTI JACKIE W	CO 19	22	16	21	16	75			
2.3	0115260 MARC HETTI KENNETH J	CO 20	13	17	10	14	54			
2.4	0312366 CUMMINS DENNIS L	CO 20	15	20	17	17	69			
2.5	0216147 DONOFRIO RICHARD N	CO 20	18	19	19	14	70			
3.1	9402212 BURNETT JERRY D	CO 20	17	19	24	22	82	YP		
3.2	0214383 KOLER SHERRY A	CO 19	19	21	19	22	81			
3.3	9911293 DIGESUALDO FAITH A	CO 19	20	18	19	16	73	LW		
3.4	9701228 KUENZLER SUSAN A	CO 19%	22	25	22	23	92	LW		
3.5	9703101 MAJORS MICHAEL A	CO 20%	16	20	19	21	76			
4.1	9101213 KUENZLER JOHN A	CO 27	23	22	22	21	88	LW YP P50 Q25		
4.2	9801872 ELLIOTT MEL	CO 26	20	18	22	22	82	LW SCTP P50 Q50 Q25		
4.3	7902066 STARR ROBERT H	CO 27	22	18	21	25	86	LW JP P50 Q50		
4.4	7904666 SOMNE ROBERT S	CO 27	22	22	21	19	84	LW P50		
4.5										
5.1										
5.2										
5.3										
5.4										
5.5										
6.1	0903158 DIGESUALDO NICK	CO 25%	22	23	21	22	88	LW P50		
6.2	9701687 NILES GARY	CO 26	20	17	20	19	76	P50		
6.3	9703792 DIGESUALDO NICK P	CO 27	20	25	21	20	86	LW SCTP YP JP P50 Q50 Q25		
6.4	0916300 VENDETTI JAMES C	CO 27	20	22	20	23	85	LW SCTP YP JP P50 Q50 Q25		
6.5	7805975 CHADWICK WAYNE	CO 26	22	22	21	20	85	SCTP P50		
7.1	0908880 LOWE JOHN D	CO 26	22	23	25	22	92	LW Q50 Q25		
7.2	8304661 HARWELL GARY N	TX 25%	25	23	20	23	91	LW		
7.3	0907238 JURNEY BRUCE	CO 26%	22	19	17	21	79	LW P50		
7.4										
7.5	7800068 KISER HAROLD	CO 27	18	23	17	23	81	LW P50		
8.1	0214384 KOLER JOHN F	CO 21%	20	25	21	23	89			
8.2	0113546 SUNDSTROM JERIC	CO 20	21	22	18	20	81	LW		
8.3	0115483 WAGNER SCOTTE	CO 20	19	20	19	22	80			
8.4	9903714 BUCKLEW JAMES K	CO 21	22	20	21	18	81	YP JP P50		
8.5	5800856 BARTLETT ROBERT	CO 20	22	23	19	21	85	LW		
9.1	9600026 ICE WILLIAM D	CO 24	25	25	21	23	94	LW YP P50 Q50		
9.2	9402820 FARMER JOE B	CO 23	19	20	18	19	76	LW SCTP YP JP P50 Q50 Q25		
9.3	9915771 ALLEN JACK R	CO 23%	22	23	22	24	91	LW SCTP YP JP P50 Q50 Q25		
9.4	8902847 STARR KATHLEEN M	CO 24	14	16	21	21	72	LW		
9.5	9912099 SYKES CLIFF E	CO 23%	23	21	20	24	88	LW YP		
10.1	9803574 MILLER ROBERT C	CO 20%	16	22	15	23	76	LW		
10.2	0211643 BREWER GREG A	CO 21	22	20	21	23	86	LW P50		
10.3	0213107 KELLY JACKIE	CO 20	20	17	22	19	78	LW P50		
10.4	0914685 SOMNE RILEY	CO 21%	21	24	21	20	86	LW JP P50		
10.5										

6.4 Mini Table Top

Delta Trap Club, Inc.

May Shoot

Mini Table Top

Event 1.2 2nd 100 Handicap

5/3/2003

Squad	Shooter Name	Class	Total	19-21%	22-24%	25-27
1.1						
1.2						
1.3						
1.4						
1.5						
2.1	0000001 NEWCOMB FRANK	CO 20	20	19	19	74
2.2	0115261 MARC HETTI JACKIE W	CO 19	22	16	21	75
2.3	0115260 MARC HETTI KENNETH J	CO 20	13	17	10	54
2.4	0312366 CUMMINS DENNIS L	CO 20	15	20	17	69
2.5	0216147 DONOFRIO RICHARD N	CO 20	18	19	19	70
3.1	9402212 BURNETT JERRY D	CO 20	17	19	24	82
3.2	0214383 KOLER SHERRY A	CO 19	19	21	19	81
3.3	9911293 DIGESUALDO FAITH A	CO 19	20	18	19	73
3.4	9701228 KUENZLER SUSAN A	CO 19%	22	25	22	92
3.5	9703101 MAJOR S MICHAEL A	CO 20%	16	20	19	76
4.1	9101213 KUENZLER JOHN A	CO 27	23	22	21	88
4.2	9801872 ELLIOTT MEL	CO 26	20	18	22	82
4.3	7902066 STARR ROBERT H	CO 27	22	18	21	86
4.4	7904566 SOWNE ROBERT S	CO 27	22	22	19	84
4.5						
5.1						
5.2						
5.3						
5.4						
5.5						
6.1	0903158 DIGESUALDO NICK	CO 25%	22	23	21	88
6.2	9701687 NILES GARY	CO 26	20	17	20	76
6.3	9703792 DIGESUALDO NICK P	CO 27	20	25	21	86
6.4	0916300 VENDETTI JAMES C	CO 27	20	22	20	85
6.5	7805975 CHADWICK WAYNE	CO 26	22	22	21	85
7.1	0908880 LOWE JOHN D	CO 26	22	23	25	92
7.2	8304561 HARWELL GARY N	TX 25%	25	23	20	91
7.3	0907238 JURNEY BRUCE	CO 26%	22	19	17	79
7.4						
7.5	7800068 KISER HAROLD	CO 27	18	23	17	81
8.1	0214384 KOLER JOHN F	CO 21%	20	25	21	89
8.2	0113546 SUNDSTROM JERIC	CO 20	21	22	18	81
8.3	0115483 WAGNER SCOTT E	CO 20	19	20	19	80
8.4	9903714 BUCKLEW JAMES K	CO 21	22	20	21	81
8.5	5800856 BARTLETT ROBERT	CO 20	22	23	19	85
9.1	9600026 ICE WILLIAM D	CO 24	25	25	21	94
9.2	9402820 FARMER JOE B	CO 23	19	20	19	76
9.3	9915771 ALLEN JACK R	CO 23%	22	23	22	91
9.4	8902847 STARR KATHLEEN M	CO 24	14	16	21	72
9.5	9912099 SYKES CLIFF E	CO 23%	23	21	20	88
10.1	9803574 MILLER ROBERT C	CO 20%	16	22	15	76
10.2	0211643 BREWER GREG A	CO 21	22	20	21	86
10.3	0213107 KELLY JACKE	CO 20	20	17	22	78
10.4	0914585 SOWNE RILEY	CO 21%	21	24	21	86
10.5						

6.5 Large Table Top

Delta Trap Club, Inc.										
Event 1.2 2nd 100 Handicap May Shoot										5/3/2003
Squad				19-21% 22-24% 25-27						
1.1										
1.2										
1.3										
1.4										
1.5										

2.1	NEWCOMB FRANK	20	19	19	16	74
	20 CO					
2.2	MARCHETTI JACKIE W	22	16	21	16	75
	19 CO					
2.3	MARCHETTI KENNETH J	13	17	10	14	54
	20 CO					
2.4	CUMMINS DENNIS L	15	20	17	17	69
	20 CO					
2.5	DONOFRIO RICHARD N	18	19	19	14	70
	20 CO					

3.1	BURNETT JERRY D	17	19	24	22	82
	20 CO YP					
3.2	KOLER SHERRY A	19	21	19	22	81
	19 CO					
3.3	DIGESUALDO FAITH A	20	18	19	16	73
	19 CO LW					
3.4	KUENZLER SUSAN A	22	25	22	23	92
	19% CO LW					
3.5	MAJORS MICHAEL A	16	20	19	21	76
	20% CO					

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6.6 High Gun

Delta Trap Club, Inc.										May Shoot				High Gun	
Event 1.2 2nd 100 Handicap										5/3/2003					
Squad	Shooter Name			Class	Total 19-21% 22-24% 25-27										
9.1 9600026	ICE WILLIAM D			CO 24	25	25	21	23	94	94					
12.4 9704805	CLARKE ELLI D			CO 25%	24	22	23	24	93	93					
7.1 0908880	LOWE JOHN D			CO 26	22	23	25	22	92	92					
11.1 8604620	LANDON RALPH E			CO 19%	24	22	22	24	92	92					
3.4 9701228	KUENZLER SUSAN A			CO 19%	22	25	22	23	92	92					
7.2 8304561	HARWELL GARY N			TX 25%	25	23	20	23	91	91					
9.3 9915771	ALLEN JACK R			CO 23%	22	23	22	24	91	91					
8.1 0214384	KOLER JOHN F			CO 21%	20	25	21	23	89	89					
11.3 0211496	WALLACE CAROLYN K			CO 19	20	22	23	23	88	88					
6.1 0903158	DIGESUALDO NICK			CO 25%	22	23	21	22	88	88					
4.1 9101213	KUENZLER JOHN A			CO 27	23	22	22	21	88	88					
9.5 9912099	SYKES CLIFF E			CO 23%	23	21	20	24	88	88					
10.2 0211643	BREWER GREG A			CO 21	22	20	21	23	86	86					
10.4 0914585	SOWNE RILEY			CO 21%	21	24	21	20	86	86					
4.3 7902066	STARR ROBERT H			CO 27	22	18	21	25	86	86					
6.3 9703792	DIGESUALDO NICK P			CO 27	20	25	21	20	86	86					
6.4 0916300	VENDETTI JAMES C			CO 27	20	22	20	23	85	85					
8.5 5800856	BARTLETT ROBERT T			CO 20	22	23	19	21	85	85					
6.5 7805975	CHADWICK WAYNE			CO 26	22	22	21	20	85	85					
12.1 8600902	ZOECH EDWARD E			CO 27	18	23	23	21	85	85					
4.4 7904566	SOWNE ROBERT S			CO 27	22	22	21	19	84	84					
11.2 0207690	WALLACE ROBERT C			CO 21	19	22	21	21	83	83					
3.1 9402212	BURNETT JERRY D			CO 20	17	19	24	22	82	82					
4.2 9801872	ELLIOTT MEL			CO 26	20	18	22	22	82	82					
8.2 0113546	SUNDSTROM JERIC			CO 20	21	22	18	20	81	81					
3.2 0214383	KOLER SHERRY A			CO 19	19	21	19	22	81	81					
7.5 7800068	KISER HAROLD			CO 27	18	23	17	23	81	81					
8.4 9903714	BUCKLEW JAMES K			CO 21	22	20	21	18	81	81					
8.3 0115483	WAGNER SCOTTE			CO 20	19	20	19	22	80	80					
7.3 0907238	JURNEY BRUCE			CO 26%	22	19	17	21	79	79					
10.3 0213107	KELLY JACK E			CO 20	20	17	22	19	78	78					
9.2 9402820	FARMER JOE B			CO 23	19	20	18	19	76	76					
6.2 9701687	NILES GARY			CO 26	20	17	20	19	76	76					
3.5 9703101	MAJORS MICHAEL A			CO 20%	16	20	19	21	76	76					
10.1 9803574	MILLER ROBERT C			CO 20%	16	22	15	23	76	76					
2.2 0115261	MARCHETTI JACKIE W			CO 19	22	16	21	16	75	75					
2.1 0000001	NEWCOMB FRANK			CO 20	20	19	19	16	74	74					
3.3 9911293	DIGESUALDO FAITH A			CO 19	20	18	19	16	73	73					
9.4 8902847	STARR KATHLEEN M			CO 24	14	16	21	21	72	72					
2.5 0216147	DONOFRIO RICHARD N			CO 20	18	19	19	14	70	70					
2.4 0312366	CUMMINS DENNIS L			CO 20	15	20	17	17	69	69					
2.3 0115260	MARCHETTI KENNETH J			CO 20	13	17	10	14	54	54					

Your Trap Club, Inc.			October 9 2004					Open High Gun / Yardage/Declared				
Event 2.0 100 Handicap								10/9/2004				
Squad	Shooter Name		Class			Total	L	J	SJ	V	SV	YPR
12 9105043	FRANCHINI GERALD L		CO 27/SV	20	22	21	24	87			87	

6.7 High Gun by Class

Your Trap Club, Inc.		October 9 2004							Open High Gun / Yardage		
Event 2.0 100 Handicap									10/9/2004		
Squad	Shooter Name	Class	Total 19-21% 22-24% 25-27								
2.3 9103462	FRANCHINI MIKE T	CO 27	24	24	24	23	95			95	
2.2 9401407	BROUGHTON WILLIAM C	CO 27	23	22	24	25	94			94	
1.1 9000894	WOOSLEY PAT B	CO 27	23	22	22	23	90			90	
2.4 9201572	THRELKELD MIKE D	CO 27	23	22	20	23	88			88	
1.2 9105043	FRANCHINI GERALD L	CO 27/SV	20	22	21	24	87			87	
1.3 9801872	ELLIOTT MEL	CO 26	23	22	20	22	87			87	
3.1 5201116	BROWNING J A	CO 26	21	22	24	18	85			85	
1.4 9101213	KUENZLER JOHN A	CO 27	21	20	22	19	82			82	
2.1 8903414	STOTTS JOSEPH E	NM 26	21	18	19	17	75			75	
3.4 9201574	PRINCE ALLEN D	NM 22	24	21	25	23	93		93		
3.2 0114462	EICHTHALER RICHARD A	CO 23	23	24	21	24	92			92	
3.5 3506131	HOOVER J RICHARD	FL 23.5	21	22	23	23	89			89	
3.3 0907440	KAUP GREGORY L	CO 24	22	20	23	21	86			86	
4.1 0416596	BUSER DALE F	NM 20	22	22	23	23	90	90			
4.2 9701227	BROUGHTON TONI L	CO 20.5	19	23	22	22	86			86	
4.4 9701228	KUENZLER SUSAN A	CO 20	18	22	22	21	83			83	
4.3 0410392	WOOSLEY AMY R	CO 19	15	19	18	21	73	73			

6.8 Alphabetical

Delta Trap Club, Inc.		May Shoot										Alphabetical List	
Event 1.2 2nd 100 Handicap												5/3/2003	
Squad	Shooter Name	Class	Total 19-21% 22-24% 25-27										
9.3	9915771 ALLEN JACK R	CO 23%	22	23	22	24	91						
8.5	5800856 BAR TLETT ROBERT	CO 20	22	23	19	21	85	85					
10.2	0211643 BREWER GREG A	CO 21	22	20	21	23	86	86					
8.4	9903714 BUCKLEW JAMES K	CO 21	22	20	21	18	81	81					
3.1	9402212 BURNETT JERRY D	CO 20	17	19	24	22	82	82					
6.5	7805975 CHADWICK WAYNE	CO 26	22	22	21	20	85					85	
12.4	9704805 CLARKE ELI D	CO 25%	24	22	23	24	93					93	
2.4	0312366 CUMMINS DENNIS L	CO 20	15	20	17	17	69	69					
6.3	9703792 DIGESUALD NICK P	CO 27	20	25	21	20	86					86	
3.3	9911293 DIGESUALDO FAITH A	CO 19	20	18	19	16	73	73					
6.1	0903158 DIGESUALDO NICK	CO 25%	22	23	21	22	88					88	
2.5	0216147 DONOFRIO RICHARD N	CO 20	18	19	19	14	70	70					
4.2	9801872 ELLIOTT MEL	CO 26	20	18	22	22	82					82	
9.2	9402820 FARMER JOE B	CO 23	19	20	18	19	76					76	
7.2	8304561 HARWELL GARY N	TX 25%	25	23	20	23	91					91	
9.1	9600026 ICE WILLIAM D	CO 24	25	25	21	23	94					94	
7.3	0907238 JURNEY BRUCE	CO 26%	22	19	17	21	79					79	
10.3	0213107 KELLY JACK E	CO 20	20	17	22	19	78	78					
7.5	7800068 KISER HAROLD	CO 27	18	23	17	23	81					81	
8.1	0214384 KOLER JOHN F	CO 21%	20	25	21	23	89	89					
3.2	0214383 KOLER SHERRY A	CO 19	19	21	19	22	81	81					
4.1	9101213 KUENZLER JOHN A	CO 27	23	22	22	21	88					88	
3.4	9701228 KUENZLER SUSAN A	CO 19%	22	25	22	23	92	92					
11.1	8604620 LANDON RALPH E	CO 19%	24	22	22	24	92	92					
7.1	0908880 LOWE JOHN D	CO 26	22	23	25	22	92					92	
3.5	9703101 MAJORS MICHAEL A	CO 20%	16	20	19	21	76	76					
2.2	0115261 MARCHETTI JACKIE W	CO 19	22	16	21	16	75	75					
2.3	0115260 MARCHETTI KENNETH J	CO 20	13	17	10	14	54	54					
10.1	9803574 MILLER ROBERT C	CO 20%	16	22	15	23	76	76					
2.1	0000001 NEWCOMB FRANK	CO 20	20	19	19	16	74	74					
6.2	9701687 NILES GARY	CO 26	20	17	20	19	76					76	
10.4	0914585 SOVINE RILEY	CO 21%	21	24	21	20	86	86					
4.4	7904566 SOVINE ROBERT S	CO 27	22	22	21	19	84					84	
9.4	8902847 STARR KATHLEEN M	CO 24	14	16	21	21	72					72	
4.3	7902066 STARR ROBERT H	CO 27	22	18	21	25	86					86	
8.2	0113546 SUNDSTROM JERIC	CO 20	21	22	18	20	81	81					
9.5	9912099 SYKES CLIFF E	CO 23%	23	21	20	24	88					88	
6.4	0916300 VENDETTI JAMES C	CO 27	20	22	20	23	85					85	
8.3	0115483 WAGNER SCOTTE	CO 20	19	20	19	22	80	80					
11.3	0211496 WALLACE CAROLYN K	CO 19	20	22	23	23	88	88					
11.2	0207690 WALLACE ROBERT C	CO 21	19	22	21	21	83	83					
12.1	8600902 ZOCH EDWARD E	CO 27	18	23	23	21	85					85	

6.9 Shooter Number

Delta Trap Club, Inc.

May Shoot

ATA # List

Event 1.2 2nd 100 Handicap

5/3/2003

Squad	Shooter Name	Class	Total	19-21%	22-24%	25-27
2.1 0000001	NEWCOMB FRANK	CO 20	20 19 19 16 74	74		
8.2 0113546	SUNDSTROMJ ERIC	CO 20	21 22 18 20 81	81		
2.3 0115260	MARCHETTI KENNETH J	CO 20	13 17 10 14 54	54		
2.2 0115261	MARCHETTI JACKIE W	CO 19	22 16 21 16 75	75		
8.3 0115483	WAGNER SCOTTE	CO 20	19 20 19 22 80	80		
11.2 0207690	WALLACE ROBERT C	CO 21	19 22 21 21 83	83		
11.3 0211496	WALLACE CAROLYN K	CO 19	20 22 23 23 88	88		
10.2 0211643	BREWER GREG A	CO 21	22 20 21 23 86	86		
10.3 0213107	KELLY JACKIE	CO 20	20 17 22 19 78	78		
3.2 0214383	KOLER SHERRY A	CO 19	19 21 19 22 81	81		
8.1 0214384	KOLER JOHN F	CO 21%	20 25 21 23 89	89		
2.5 0216147	DONOFRIO RICHARD N	CO 20	18 19 19 14 70	70		
2.4 0312366	CUMMINS DENNIS L	CO 20	15 20 17 17 69	69		
6.1 0903158	DIGESUALDO NICK	CO 25%	22 23 21 22 88			88
7.3 0907238	JURNEY BRUCE	CO 26%	22 19 17 21 79			79
7.1 0908880	LOWE JOHN D	CO 26	22 23 25 22 92			92
10.4 0914585	SOMNE RILEY	CO 21%	21 24 21 20 86	86		
6.4 0916300	VENDETTI JAMES C	CO 27	20 22 20 23 85			85
8.5 5800856	BARTLETT ROBERT T	CO 20	22 23 19 21 85	85		
7.5 7800068	KISER HAROLD	CO 27	18 23 17 23 81			81
6.5 7805975	CHADWICK WAYNE	CO 26	22 22 21 20 85			85
4.3 7902066	STARR ROBERT H	CO 27	22 18 21 25 86			86
4.4 7904566	SOMNE ROBERT S	CO 27	22 22 21 19 84			84
7.2 8304561	HARWELL GARY N	TX 25%	25 23 20 23 91			91
12.1 8600902	ZOCH EDWARD E	CO 27	18 23 23 21 85			85
11.1 8604620	LANDON RALPH E	CO 19%	24 22 22 24 92	92		
9.4 8902847	STARR KATHLEEN M	CO 24	14 16 21 21 72		72	
4.1 9101213	KUENZLER JOHN A	CO 27	23 22 22 21 88			88
3.1 9402212	BURNETT JERRY D	CO 20	17 19 24 22 82	82		
9.2 9402820	FARMER JOE B	CO 23	19 20 18 19 76		76	
9.1 9600026	ICE WILLIAM D	CO 24	25 25 21 23 94		94	
3.4 9701228	KUENZLER SUSAN A	CO 19%	22 25 22 23 92	92		
6.2 9701687	NILES GARY	CO 26	20 17 20 19 76			76
3.5 9703101	MAJOR S MICHAEL A	CO 20%	16 20 19 21 76	76		
6.3 9703792	DIGESUALDO NICK P	CO 27	20 25 21 20 86			86
12.4 9704805	CLARKE ELI D	CO 25%	24 22 23 24 93			93
4.2 9801872	ELLIOTT MEL	CO 26	20 18 22 22 82			82
10.1 9803574	MILLER ROBERT C	CO 20%	16 22 15 23 76	76		
8.4 9903714	BUCKLEW JAMES K	CO 21	22 20 21 18 81	81		
3.3 9911293	DIGESUALDO FAITH A	CO 19	20 18 19 16 73	73		
9.5 9912099	SYKES CLIFF E	CO 23%	23 21 20 24 88			88
9.3 9915771	ALLEN JACK R	CO 23%	22 23 22 24 91			91

6.10 High Gun Master Detail

Delta Trap Club, Inc.

State CO 2008

In State High

Event 10 HAA

6/15

Shooter Name	Class	5.1	5.2	6	7
STAFFORD L RAY	CO AA	100	100	98	98
RAGULSKY JR ALEX G	CO AA	100	99	97	100
BRINGELSON DENIS L	CO AA	98	99	99	99
OBENCHAIN SCOTT J	CO AA	100	100	99	95
JONES CORY T	CO AA/\$	99	99	98	98
SAYLES WILLIAM	CO AA	100	100	95	96
HAYCOCK CLIFF E	CO AA/SV	98	100	96	96
TREAT DANIEL R	CO AA	100	95	99	96
CLARK SCOTT W	CO AA	99	98	97	96
HEMSIC LAUDE C	CO AA/V	99	100	97	94
BRINGELSON STACY J	CO AA/L	98	95	97	98
BRISTOL JAY M	CO AA	100	95	97	96
PETROUSKE DAVID L	CO AA	98	99	95	95
LUCHETTA MICHAEL P	CO AA	97	98	96	96
FINDLEY TERRY	CO AA	96	98	96	97
LARSON BENJAMIN R	CO B/\$	98	99	95	94
BENNETT PATRICK J	CO AA	100	99	96	91
MARTINEZ HARVEY	CO A	97	100	91	97
COONS JIM	CO AA	98			
VENDETTI JAMES C	CO AA/V	9			
	CO AA				

6.11 Option Players List

The Option Players List will generate a separate report of shooters entered in each optional. The report is sorted using the required score in descending order. Here we show a Yardage Purse. This report is seldom used, except maybe to find out how many people entered an optional. This same information can be retrieved from the Event Statistics, but there will be a lot of nonsensical information on that report if the event has not actually been completed yet. On the other hand, this report may be run even before an event has been started!

Delta Trap Club, Inc.

State CO 2008

Option Players I

Event 2 TransWest GMC Handicap / Yardage Purse

6/12/

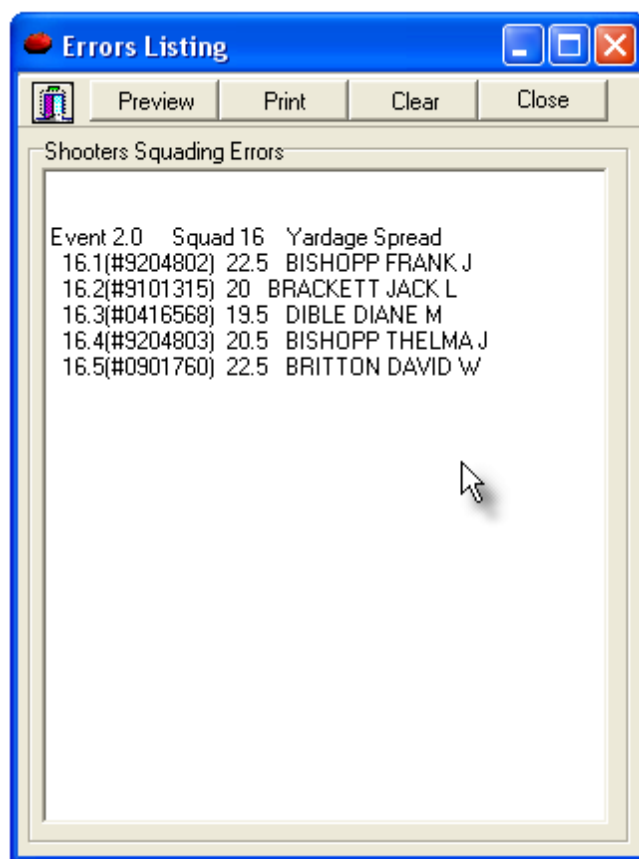
Squad	Shooter Name	Class	Total	18-21%	22-24%	25-27
8.5 8800978	BRINGELSON DENIS L	CO 27	23 25 25 24	97		97
12.3 9103462	FRANCHINI MIKE T	CO 27	24 24 25 22	95		95
23.1 8805095	RAGULSKY JR ALEX G	CO 27	23 25 24 23	95		95
30.4 1706502	BEHRING DELBERT	CO 23/SV	23 24 24 23	94	94	
8.4 8503183	DAMS KEVIN D	CO 27	24 25 23 22	94		94
31.3 0766013	NICELY ALEX	CO 20%/J\$	22 22 24 25	93	93	
46.4 0614523	RAINS DALE W	CO 22%	22 23 24 24	93	93	
19.5 5401825	SEIDEL KENNETH A	CO 27/N	20 24 24 25	93		93
19.4 0913435	SAYLES WILLIAM	CO 27	23 24 21 24	92		92
29.4 9604995	WECKER RICK V	CO 23%	25 22 23 22	92	92	
15.3 0410673	LARSON BENJAMIN R	CO 23%/S\$	22 24 22 23	91	91	
5.4 0906220	HEMSI CLAUDE C	CO 27/N	22 23 23 22	90		90
33.3 0613651	BEAMAN JANE S A J	CO 25/L+J\$	22 20 23 24	89		89
10.4 9404012	CROSS CHUCK I	CO 23%	23 23 22 21	89	89	
33.4 0904302	FINDLEY TERRY	CO 27	22 23 22 22	89		89
11.3 9503287	PURVANCE FORREST P	CO 22	21 22 24 21	88	88	
7.3 9200717	TREAT DANIEL R	CO 27	22 24 24 18	88		88
16.5 0517049	JAMES CARLYLE C	CO 24%	22 22 21 22	87	87	
28.5 8404790	KING V RICHARD	CO 27	25 19 19 23	86		
1.2 0913894	SCHWEITZER DENNIS	WY 23	19 22 22 22	85	85	
22.2 0914618	STAFFORD L RAY	CO 27	21 21 20 23	85		
20.3 9901593	BENNETT PATRICK J	CO 27	21 18 21 24	84		
1.4 0110419	DOBBS RONALD E	CO 24	24 18 21 21	84		
45.4 0614440	BEAUPREZ LARRY	CO 21/N	20 22 22 19	83	83	
1.5 0314478	POWERS DON	NM 24%/SV	24 17 21 21	83		
24.2 0213797	JONES CORY T	CO 27/J\$	22 22 20 18	82		
13.3 0214618	WEISZBROD TODD	CO 21%	20 21 23 18	82		
33.2 0904301	FINDLEY MARK A	CO 27	20 21 20 20	81		
18.2 5205723	ROBBINS HAL W	AZ 26%/SV	21 21 19	81		
19.2 0901882	BROWN JR VERNON J	CO 27	20 20 16			
46.3 0511437	EMMETT THOMAS R	CO 23%/N	19 21 2			
26.5 0315040	WESTFALL JORDAN K	CO 27/J\$				
31.1 0617178	BERENS MARKE	CO				
43.5 0762044	STEIGERWALD JERRY R	CO				
1.1 9800000	ROLAND O	CO				

6.12 Validate Squadding

The Validate Squadding Report when chosen from the Event Reports window will perform checks on a **single event**.

This same report is available from the Shooter Entry Forms, and the ezShoot control panel via the Check Mark Button. The report differs only in that it will be run on **all unfinished event**.

It reports duplicated squad/post assignments; and in the case of handicap events, will also report any yardage spread problems. In this example, the squad has a three (3) yard spread. However, it is still considered legal by the ATA since the maximum spread on adjacent posts is two (2) or less.



A three yard spread is always reported, even though it may be legal... It's always nice to know it is happening, and warn the shooters.

6.13 Trophy List

If trophy information was entered when the shoot was created, then the report below may be printed. The Trophy Button on the main form will allow you to specify the winners of each of the trophies that were defined during shoot setup. This report can then be rerun after the event to get a complete listing of the winners.

Delta Trap Club, Inc.

Labor Day 2007

Trophy List

Event 1 Sportsmans Warehouse Doubles

172 Open Shooters On 9/1/2007

Open - AA

		State	Class	Declared	Score	Squad Post	How Won
Winner	WHITMAN RICHARD S	AZ	AA		99 / 100	43.5	Flip
	KURSINSKI TOM J		AA		99	43.4	
Runner Up	KURSINSKI TOM J	CA	AA		99 / 100	43.4	Flip
	WHITMAN RICHARD S		AA		99	43.5	

Open - A

		State	Class	Declared	Score	Squad Post	How Won
Winner	SMITH TOM L	CO	A		98 / 100	22.2	SO 20/20
	OBENCHAIN BILL G		A		98	13.2	
Runner Up	OBENCHAIN BILL G	CO	A		98 / 100	13.2	SO 19/20
	SMITH TOM L		A		98	22.2	

Open - B

		State	Class	Declared	Score	Squad Post	How Won
Winner	BANKS DAVID L	WY	B		97 / 100	33.1	SO 20/20
	BEHRING DELBERT		B	SV	97	36.4	
Runner Up	BEHRING DELBERT	CO	B	SV	97 / 100	36.4	SO 19/20
	BANKS DAVID L		B		97	33.1	

Open - C

		State	Class	Declared	Score	Squad Post	How Won
Winner	MAYNE RICHARD L	CO	C		95 / 100	34.5	Winner
Runner Up	DINGES LYNN L	CO	C		94 / 100	11.2	Winner

Open - D

		State	Class	Declared	Score	Squad Post	How Won
Winner	JONES GERALD C	NM	D		90 / 100	3.5	Winner
Runner Up	SELLERS CHARLES	CO	D		84 / 100	3.4	Winner

Open - Lady

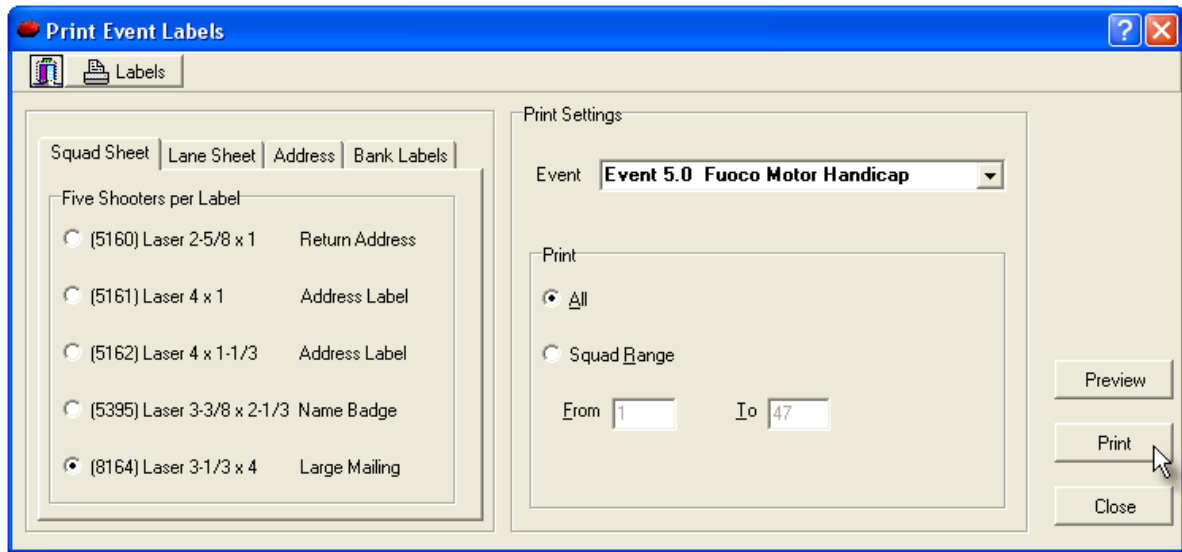
		State	Class	Declared	Score	Squad Post	How Won
Winner	KUENZLER SUSAN A	CO	C	L	93 / 100	41.4	Winner

7 Event Labels

This section will describe the printing of labels specifically for events, during the actual running of a shoot. If you are trying to prepare labels for shoot mailers, please refer to section Distribution List Tools.

Note: All labels used by ezShoot are laser or inkjet 8" x 11" sheets... tired of fighting with and wasting the pin feed labels. One other thing to keep in mind... We have found that the labels should NOT be purchased with "removable glues." With all the jostling around, they will not stay on the score sheets

very well.



eezShoot will print four basic types of Event Labels:

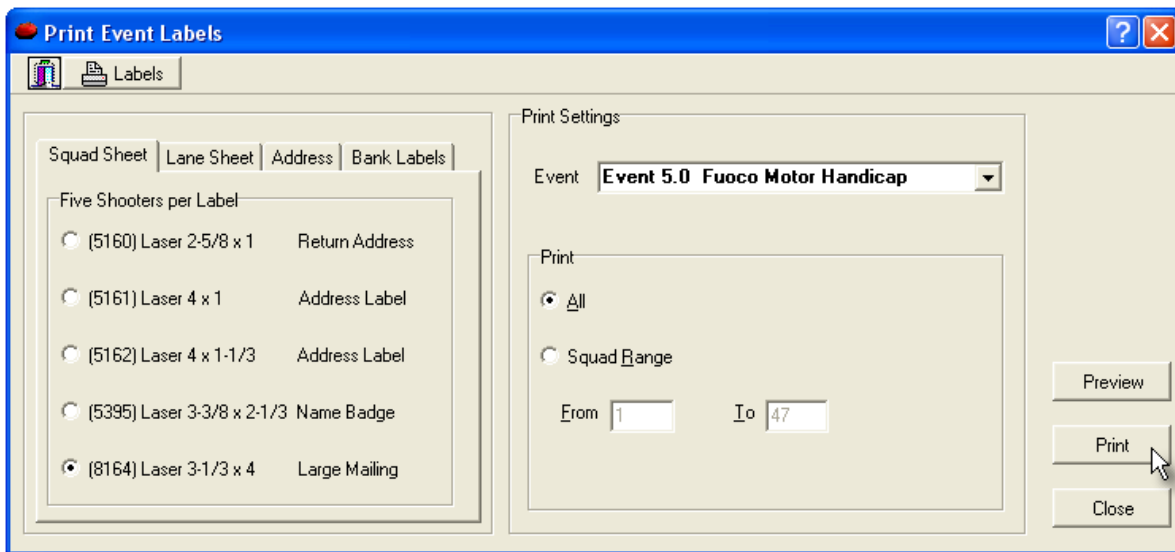
Label Type	Description	Default Label Size
Lane Sheet	One shooter per label.	3-7/16" x 2/3"
Squad Sheet	Five shooters per label.	3-1/3" x 4"
Address	Simple address label for each shooter.	2-5/8" x 1"
Bank Labels	Event, Date, and Squad Number on a label.	2-4/8" x 1"

An **event** must be specified before printing any type of labels...

7.1 Event Squad Sheet

Squad Sheet labels contain five (5) shooters on posts 1 - 5. The 3-1/3" x 4" labels will show each post, shooter, classifications, and abbreviated list of optionals entered all on one label. This makes it very quick and easy to slap together the score sheets. Obviously, this may not help much at smaller shoots... sometimes, it is just quicker to write the information on the score sheets.

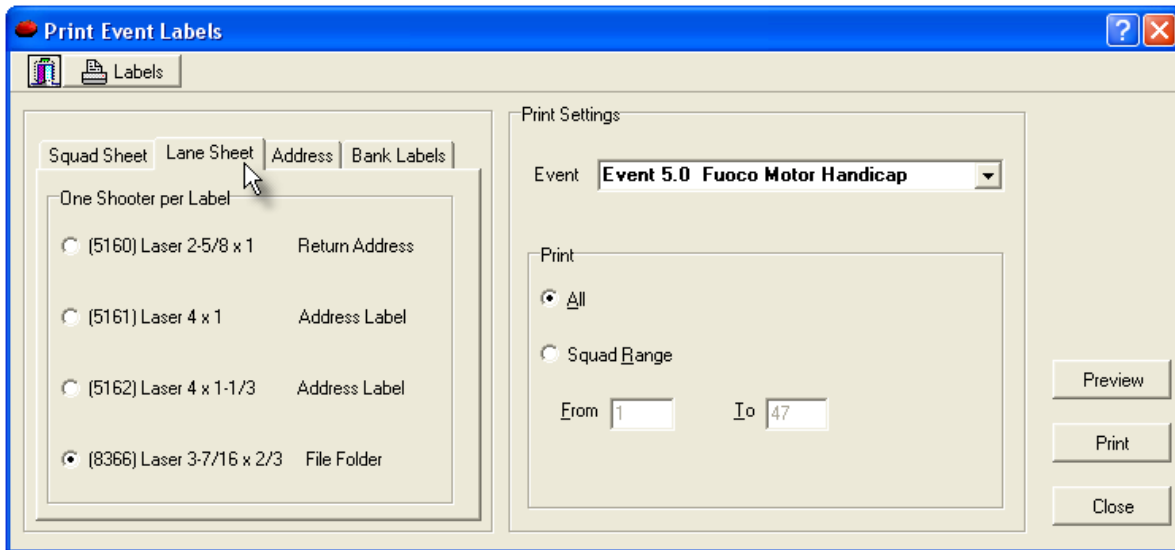
Of course, the smaller labels will contain less information; don't "look" as nice on the score sheet; but, they get the job done!



This example uses the default label size, and requests all squads (1 - 47) to be printed. At six (6) labels per page, this will require eight (8) pages! If you were to choose the "Return Address" labels, then only one and half pages would be used.

7.2 Event Lane Sheet

Lane Sheet labels contain the information for a single shooter. This was a popular choice until the larger sized Squad Sheet labels were introduced. But, sometimes it is very nice to have control over each shooter individually. The default label size is 3-7/16" x 2/3".

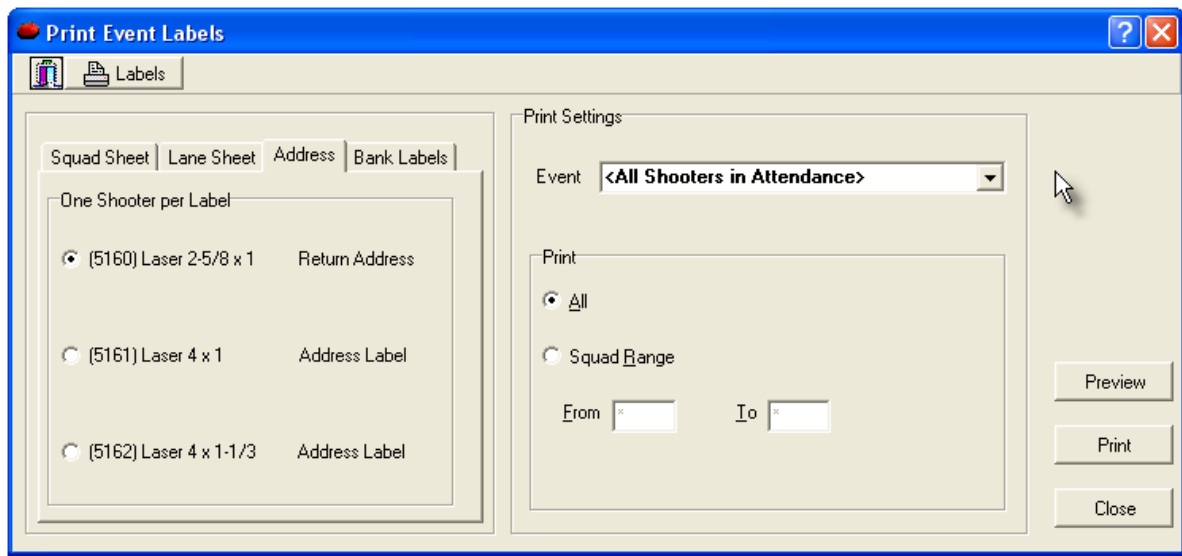


7.3 Event Address Labels

When the Address Tab is chosen, a phony event is created that selects **ALL Shooters in Attendance**. But, this list is only of the shooters that are in attendance at this shoot! This can be a useful list if you need to mail something to everyone that came to the shoot; and of course, you may still pick a single event to get labels for shooters that actually entered it.

We use the All Shooters in Attendance report to hang up for inspection by the shooters... Just print it on regular paper...Hey, if they want their monies mailed to the correct place, then they should verify the

address! We try to get the addresses right, but mistakes are made... It is amazing how many shooters never check their address until this is hanging up!

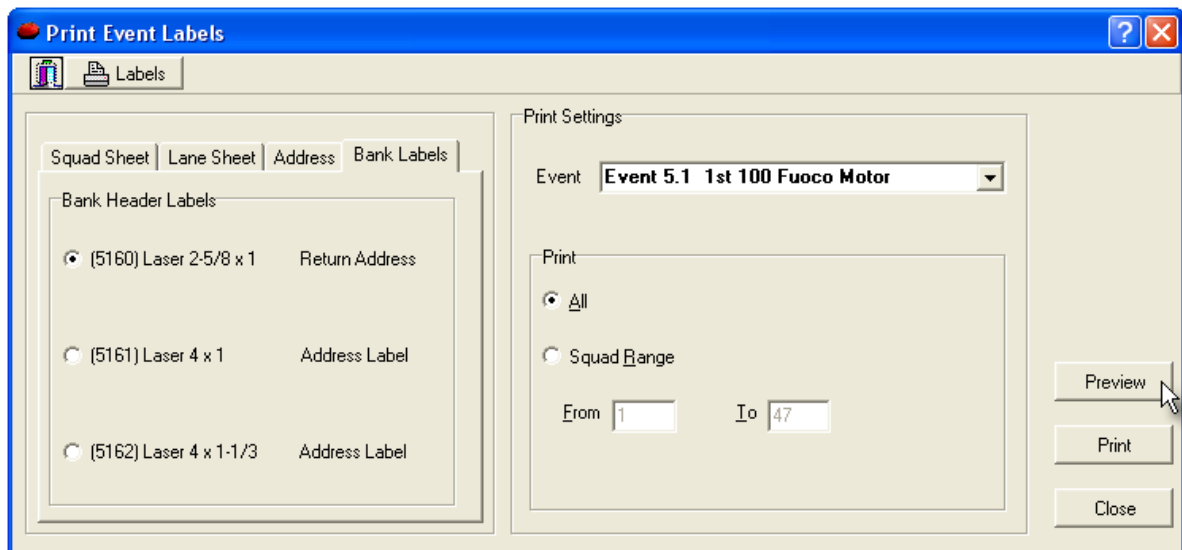


7.4 Event Bank Labels

Bank Labels are very simple; they contain the score sheet header information:

1. Event Number
2. Event Name
3. Date
4. Squad Number

At this time, ezShoot does not handle bank assignment or separation. This has not proven to be a big problem with shoots up to 500 attendees. I'm sure at larger shoots, it would be nice to handle bank assignments. This feature is "on the request list", but is currently at a very low priority.



That aside, it is still quicker to slap on 47 labels than to write all the info onto the score sheets!

8 Procedures

This section will attempt to lay out a set of procedures found to have been generally acceptable to most clubs.

8.1 Start ezShoot

Double click on the ezShoot desktop icon.

8.2 Setup a New Shoot

From the ezShoot control panel (the first screen visible after ezShoot is started):

- Select **File -> New**
- At NEW SHOOT NAME text box:
Enter a shoot name (e.g. January 2008).
- At FIRST DAY OF THE SHOOT IS text box:
Click on the drop down arrow and select the shoot date from the calendar shown.
- At USING EXISTING SHOOT DEFINITIONS:
Highlight (by left clicking) on the "Previous Shoot" to copy from. If <New> is selected, the New Shoot will be completely empty! Any other selection will copy the basic event definitions.
Click OK to perform the copy.

If the New Shoot Name already exists, a warning message will appear... clicking OK will allow the copy to proceed, thereby overwriting the data already in the New Shoot. Clicking CANCEL will stop the overwrite!

8.3 Review Shoot Definition

From the ezShoot control panel:

- Select **Edit -> Shoot Definition**.
- Review each event by selecting an event, clicking the Edit Event button, and compare it to the shoot program flyer that was mailed out and the signup sheet that will be used. Make sure that each of the events, target fees, optionals, and optional payout percentages are correct.
- Fill in the starting values of any Progressive 50s and/or 100s. Edit the first handicap event of the shoot. Edit the Progressive Optional. Then change the values of each of the fifties.
- The data files that will be sent to the ATA will only handle 2400 events per shoot! Every 100 bird event is reported separately... This is a requirement of the ATA for all handicap events, and ezShoot does exactly the same for all event.

8.4 Before the Shoot

Before the shoot begins...

1. Check over the supplies list. It should contain at least the following:
 - Sign up forms for the shoot.
 - ATA Membership forms.
 - State Membership forms, if any.

- Score Sheets (normal and wet weather).
 - Score Sheet labels.
 - Score Sheet Bank labels.
 - Pens and/or pencils for keeping score (don't forget the wet weather).
 - Ink and/or toner for the printers.
 - Letter size paper for all the reports.
 - Legal size paper for printing and hanging score boards.
 - Push pins or magnets for hanging score boards.
 - Glue sticks for sticking the score boards together.
 - Floppy disk for ATA reporting.
 - Checks and envelopes for payouts.
2. Make very sure that all of the optionals are in the exactly the same order in ezShoot and on the sign up form. Reorder as necessary
 3. Perform a calculation of fees test between the sign up form and the ezShoot shoot definition.
 4. Of course, don't forget to get enough change

8.4.1 Compare Sign up & Shooter Entry

I cannot stress this point enough... **ALWAYS sit down with an entry form and enter a shooter into the system.** Assume that this shooter signs up for every event and optional. Then run a calculator tape on the entry form. The two totals **MUST** be the same! If not, then either the tape is wrong or something in the shoot setup is bad.

If you do not do this step, you will have to find your errors during the most stressful time of the shoot... the sign up! Everyone wants service, and there you are trying to see why the computer doesn't come up the right totals.

Things to check for if the totals are different:

1. Make sure the daily fees total is correct. If not, then either the Sanctioning Body daily fees are defined improperly; the event dates have been incorrectly specified for each event; an event has been defined without making it a registered event.
2. Edit the Shoot Definition and verify that each event has the correct Target Fees amount.
3. See that eachOptional has the correct Entry Fee.

If the dollar amounts will not match, then re-enter the shooter one event at a time. As each event is

totaled, if it is correct, then remove the shooter from that event, and then enter the next event. This will narrow your focus to at least one event. Of course, other events may have errors as well... but at least the areas of interest are found.

Of course, don't leave this shooter in the database, just use the Cancel button to keep from writing any data to the tables.

8.5 Start of Shoot

Sign up is in full swing, shooters are practicing, someone gets the flags up and the national anthem taken care. Outside, the traps are loaded with targets and all the trap help is waiting for score sheets!

In our opinion, the first event of every day is the most difficult. Don't get hung up on trying to print score sheet labels for all squads at this time... maybe you should just hand write the first flight or two of score sheets; then print the rest as the sign up process slows. Depending on the banking system the club using, this little trick will buy you 15 to 20 minutes. Remember, the shooters don't care how much pressure you're under, they think everything gets to the trap in the blink of an eye!

One other thing I've learned about shooters... They show up at the last minute, and don't want to be on the first few flights out... hmmm?! ALWAYS start your shoot on time! If the flyer says 9:00 am, then start at 9:00... not 9:15! If the shooters figure out that you always start late, then guess what... they'll wait until 9:15 am to show up to sign up!

Now, of course, there are exceptions... but don't let starting late become a rule!

8.6 Start of Event

To get an event actually started on the line is different, and much more complicated, than telling ezShoot that an event has started. Ready to begin an event requires:

1. Traps ready.
2. Trap help in place.
3. Determine, and post, the trap bank layout; including the squads shooting on each bank.
4. Score sheets separated and delivered to the trap help.
5. Getting shooters to the line.

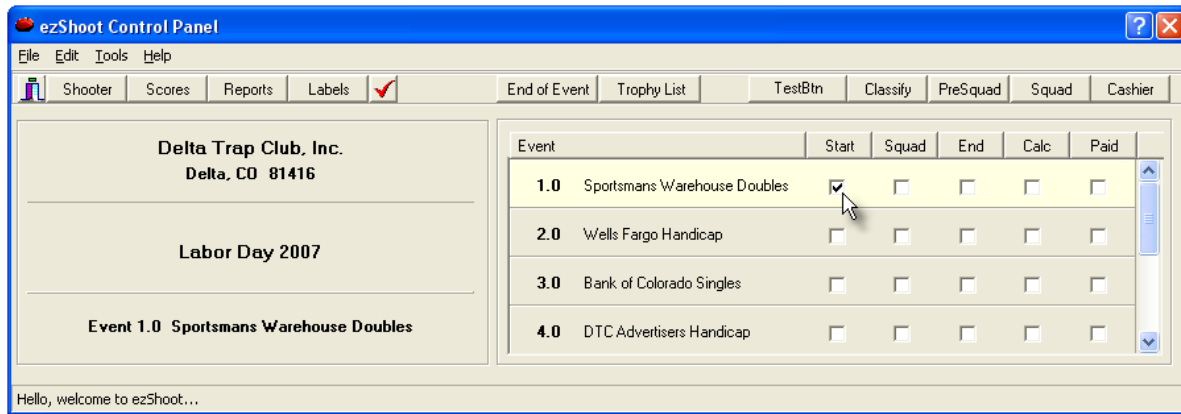
The preparation of score sheets always seems a messy process:

1. Most clubs use a score sheet that needs to be folded in half. Not hard, but it really needs to be done well in advance.
2. Event number, name, date added to each score sheet. At small to medium size shoots, this will probably be done by hand. Printing labels for 15 squads is not really very big time savings.
3. Shooter name, squad & post, and classification entered. If this is the first event of the day, don't forget that you can always print labels (or hand write) the first couple of flights of squads.
4. Sort the score sheets into banks. Don't forget to get this bank information from whomever manages that part of your club. If you allow this information to be kept from you until the "last minute," you will be in trouble! Remember, the shooters needed this information posted long

before this.

5. Deliver score sheets to the trap help.

Now, it's time to look at what ezShoot means by "starting an event."



In this example, Event 1.0 Sportsman's Warehouse Doubles has already been set at the Default Event. If we set the checkbox to Start this event, what really happens. Nothing! Well, almost nothing...

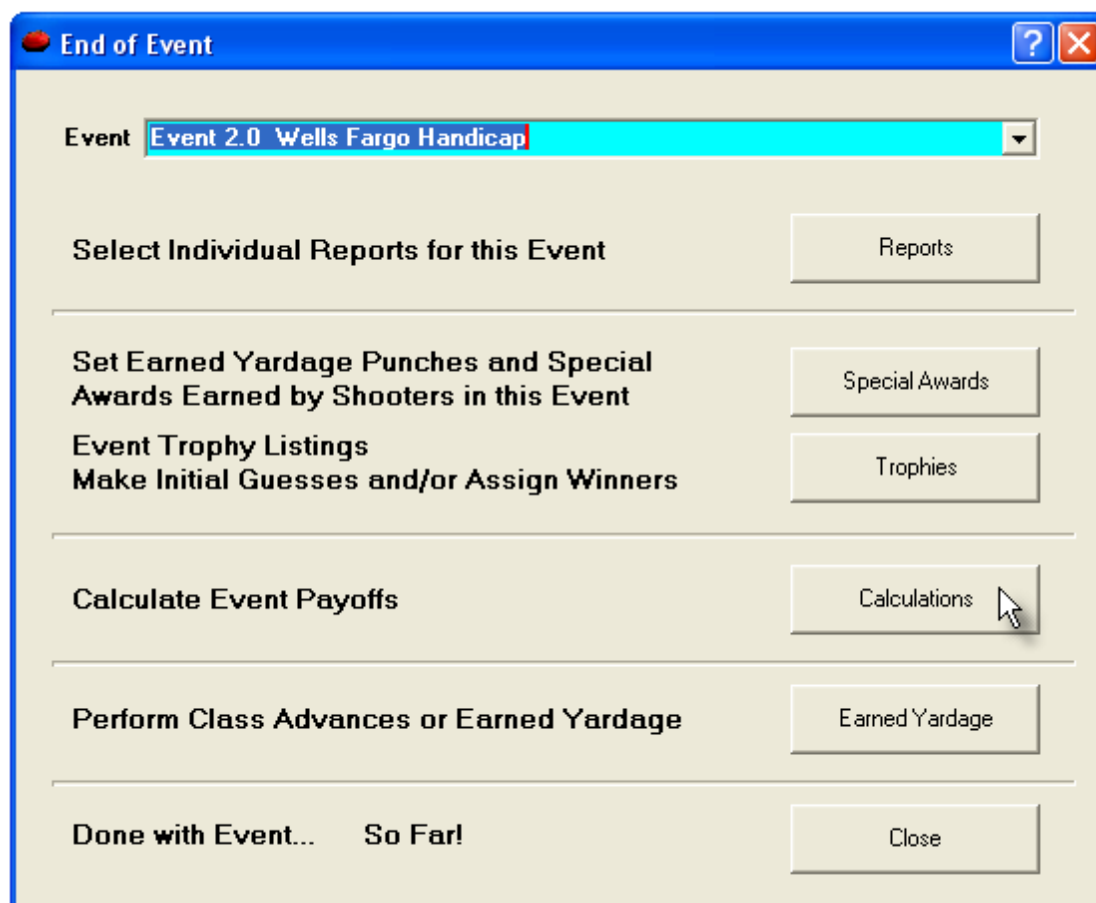
As far as ezShoot is concerned, the fact that an event has been started only keeps shooters from entering the optional monies for that event. Shooters would still be able to enter the event, but no options. Of course, just because they are out there shooting, and there's a long line inside still signing up, doesn't really mean you have to "Start" the event!

8.7 End of Event

OK, all the shooters are done, now what?

1. Get all the score sheets into the office, verified and entered into the system.
2. Post the last of the scores... The shooters come first!
3. When you're ready to begin the End of Event processing, mark the "End" checkbox on the control panel. From then on, the event is unavailable to be entered. That's it...
4. Print the basic reports required at the end of every event.
5. Assign trophy winners or determine shoot-offs.
6. Calculate shooter winnings.
7. Perform Class Advancement / Earned Yardage.

Use the **End of Event** button, or the **Tools -> End of Event** menu item to access all of the items necessary to complete an event.



8.7.1 Suggested Singles & Doubles Events

For Singles and Doubles Events...

1. Begin with the Reports button: Run a **Mini Table Top** report of the event. This will be kept in the files, so the score boards can be tossed out after the shoot.
2. If there are no trophies for the event, skip to step 4. Shoot offs and Trophy Lists are the first concern at the end of every event, so use the **High Gun** or **High Gun by Class** to create the necessary list. If you only need the top three scores in each class, specify a "3" in the text box next to "High Gun by Class"... This will create what is called the Top Gun Report.
3. **Assign trophy winners.** The Trophy List screen helps determine winners of all defined trophies, along with the High Gun reports created above. It may not be possible to assign all of the winners until shoot offs are decided, but always assign as many as possible. When the shoot offs are decided, go back to the trophy list and finish the assignments. Of course, the

main advantage of using this feature is that ALL of the information of the shoot is stored in a single place, and the *Trap & Field Report* is completed later with the push of a button.

4. Perform all the event **Calculations**. Usually a "**Preliminary Copy**" of all Optional Monies along with a **Shooter's Payoff List**. Some clubs may choose to always print a Cashier's Payoff List since it will be much smaller.
5. Run the **Class Advance** report if necessary.
6. Post these reports for the shooters to examine.
7. If your club will do Optional Money Pay outs after each event, rerun the Calculations for the event; but this time, print a "Final" Header, and select the "Cashier's Payoff List Without Details." This report will only have those shooters that actually won money in the event.

8.7.2 Suggested Handicap Event

For Handicap Events...

1. Use the Reports button and Run a **Mini Table Top** report of the event. This will be kept in the files and the score boards can be tossed out after the shoot.
2. Shoot offs and Trophy Lists are the first concern at the end of every Handicap event. If there are no trophies defined for the event, skip to step 4. print either the **High Gun** or **High Gun by Yardage Groups** to create the necessary list.
3. **Assign trophy winners**. The Trophy List can then be rerun with all the shooter information included. Of course, the main advantage of using this feature is that ALL of the information of the shoot is stored in a single place.

Handicap Events differ in the order of things only because of the Earned Yardage situation. So, **ALWAYS perform the event Calculations FIRST if there is ANY chance that a shooter can win \$750.00 or more.**

4. Perform all the event Calculations. Usually a "**Preliminary Copy**" of all Optional Monies along with a **Shooter's Payoff List**.
5. Then run the **Earned Yardage** report, and **PUNCH** the Shooters... But, be careful... remember to duck! The Earned Yardage report also performs the advancements in following Handicap Events... It then runs a check on those events to see if any squads have yardage spread issues... In other words, someone who just earned yardage may have to be re-squadded
6. Post these reports for the shooters to examine.
7. If your club will do Optional Money Pay outs after each event, it will be nice to rerun the Calculations for the event; but this time, print a "Final" Header, and select the "Cashier's Payoff List, Without Details." This report will only have those shooters that actually won money in this event.

8.7.3 Assign Trophy Winners

If during the shoot setup, a trophy list was specified, the actual winners of each trophy may be specified on the following form:

Assign Trophy Winners Form

Select Event to Edit
Event: **Event 3.0 Bank of Colorado Singles**

Open Category Trophies

Class AA

	Shooter Name	How Trophy Was Won
Winner	DINGES LYNN L	SO 225/225 FLIP
Runner Up	SEIDEL KENNETH A	SO 225/225 FLIP

Score	Squad	Class	Category	Name
100	11.2	AA		DINGES LYNN L
100	12.2	AA	V	UNDERWOOD HOWARD
100	13.5	AA		OBENCHAIN SCOTT J
100	20.3	AA		DAKEY TRAVIS
100	20.5	AA	V	ROACH JOE
100	22.3	AA		FRANCHINI MIKE T
100	22.4	AA		SOVINE ROBERT SCOT

Class A

	Shooter Name	How Trophy Was Won
Winner	MARTINEZ HARVEY	SO 25/25
Runner Up	BANKS DAVID L	SO 24/25

Current Tab Only

Print Blank
Apply
Clear
Auto Select
Print
Preview

All Tabs

Print Blank
Apply
Clear
Print
Preview
Close

There are two button groups on the right side... Current Tab Only and All Tabs. If an event is a State or Zone Shoot, there will be tabs visible for the In-State and Out-of-State trophies, and then both button groups will be enabled. In the case of the example shown above, only the Current Tab buttons would be enabled.

By using the Auto Select button, ezShoot will make guesses for each trophy position, and show the list of possible winners of that class in the grids. After performing the Auto Select, ezShoot will show all trophy positions with a Possible Winner, or the Tie Score. The shooter name will show in red if he/she is picked for more than one trophy!

In this Class AA, there was a major tie at 100 straight... The two Vets chose to shoot off for the Veteran Trophy, and the others shot off for AA. Once a winner and runner up were established, the selection boxes were set and a very brief explanation given. Some clubs prefer to fill in the computer list before handing out trophies, others will use a Blank Trophy List. Then fill it in by hand, and come back later to fill in the computer blanks.

At the end of the shoot, the Trophy Lists can be recreated with all the winner's information included. This report may then be forwarded to Trap & Field Magazine, rather than filling in their form. It is not necessary for you to print extra copies of the trophy reports; a complete set, containing ALL of the trophy lists is created during the End of Shoot.

If trophy information was entered when the shoot was created, then the report below may be printed. The Trophy Button on the main form will allow you to specify the winners of each of the trophies that were defined during shoot setup. This report can then be rerun after the event to get a complete listing of the winners.

Delta Trap Club, Inc.

Labor Day 2007

Trophy List

Event 1 Sportsmans Warehouse Doubles

172 Open Shooters On 9/1/2007

Open - AA

		State	Class	Declared	Score	Squad Post	How Won
Winner	WHITMAN RICHARD S	AZ	AA		99 / 100	43.5	Flip
	KURSINSKI TOM J		AA		99	43.4	
Runner Up	KURSINSKI TOM J	CA	AA		99 / 100	43.4	Flip
	WHITMAN RICHARD S		AA		99	43.5	

Open - A

		State	Class	Declared	Score	Squad Post	How Won
Winner	SMITH TOM L	CO	A		98 / 100	22.2	SO 20/20
	OBENCHAIN BILL G		A		98	13.2	
Runner Up	OBENCHAIN BILL G	CO	A		98 / 100	13.2	SO 19/20
	SMITH TOM L		A		98	22.2	

Open - B

		State	Class	Declared	Score	Squad Post	How Won
Winner	BANKS DAVID L	WY	B		97 / 100	33.1	SO 20/20
	BEHRING DELBERT		B	SV	97	36.4	
Runner Up	BEHRING DELBERT	CO	B	SV	97 / 100	36.4	SO 19/20
	BANKS DAVID L		B		97	33.1	

Open - C

		State	Class	Declared	Score	Squad Post	How Won
Winner	MAYNE RICHARD L	CO	C		95 / 100	34.5	Winner
Runner Up	DINGES LYNN L	CO	C		94 / 100	11.2	Winner

Open - D

		State	Class	Declared	Score	Squad Post	How Won
Winner	JONES GERALD C	NM	D		90 / 100	3.5	Winner
Runner Up	SELLERS CHARLES	CO	D		84 / 100	3.4	Winner

Open - Lady

		State	Class	Declared	Score	Squad Post	How Won
Winner	KUENZLER SUSAN A	CO	C	L	93 / 100	41.4	Winner

8.7.4 Calculations for an Event

The calculations form may be used to calculate or recalculate any event... after the event has been marked as ended on the ezShoot main form. Actually, ezShoot will allow the calculations to be run on any event, but it is up to you to remember that the event was not properly finished.

On a personal note... It is much easier to run two separate sets of report... rather than running them all at once. For the shooters, run:

Preliminary Header	Just a simple Header Page... Let the shooters know that things might change!
Optional Money Statistics	Each optional is reported with the scores shot and payouts earned by score.
Shooter's Payoff List with Detailed	Alphabetical payout list with each optional on its own detail line. The Shooter's List shows every shooter who entered any optional... even if he/she did not win anything!

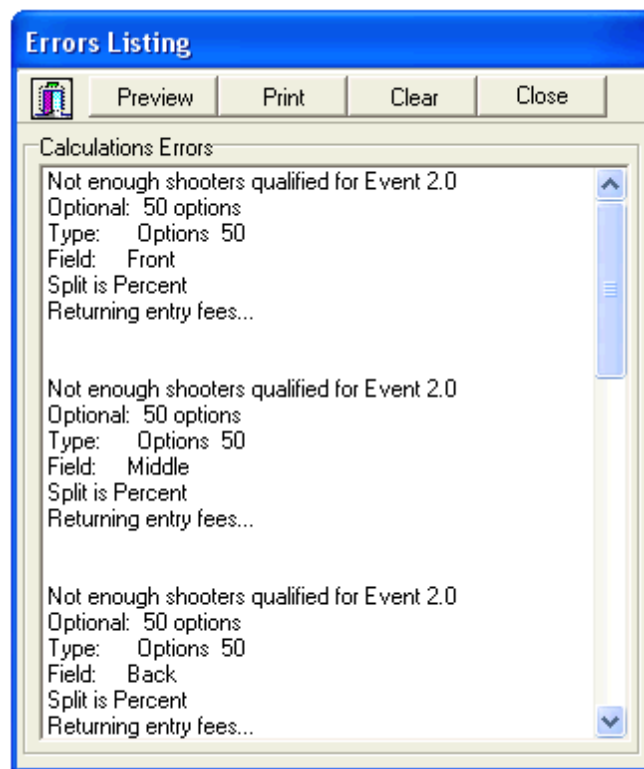
The Shooter's Payoff List shows every shooter entered in any optional monies... A real time saver in the office when a shooter wants to know "Why didn't I win money in the Lewis Purse?" Maybe it begins by NOT having paid to play? This report will show whether the "computer thinks" they paid for the optional!

Then run the reports for the cashier and back room using:

Final Header Page	Just a simple Header Page... Let the shooters know that things should not change!
Optional Money Statistics	Each optional is reported with the scores shot and payouts earned by score.
Cashier's Payoff List without Detailed	Alphabetical payout list with all the optionals on one line. The Cashier's Report shows only those shooters who earned money!

Using the two report method above, gets the printouts to the shooters much faster... which makes your life as a cashier much easier!

Your Trap Club, Inc.					Lewis		Payout Listing	
Event 2.0 100 Handicap							10/9/2004	
Score Entered	Play	Qualify	\$ Payout	Group 1	Group 2			
95	1	1	1	\$24.00	1	\$24.00		
94	1	1	1	\$16.00	1	\$16.00		
93	1	0	0	\$0.00				
92	1	0	0	\$0.00				
90	2	1	1	\$0.00	1	\$0.00		
89	1	0	0	\$0.00				
88	1	1	1	\$0.00	1	\$0.00		
87	2	1	1	\$24.00			1	\$24.00
86	2	2	2	\$16.00			2	\$8.00
85	1	0	0	\$0.00				
83	1	0	0	\$0.00				
82	1	1	1	\$0.00			1	\$0.00
75	1	0	0	\$0.00				
73	1	0	0	\$0.00				
Total	17	8	8	\$80.00	4	\$40.00	4	\$40.00



Your Trap Club, Inc.		Cashier's Payoff						Money Listing
Event 2.0 100 Handicap								10/9/2004
9701227	BROUGHTON TONI L							
CO 20 1/2		19	23	22	22	86	\$8.00	_____
	Lewis						\$8.00	
9401407	BROUGHTON WILLIAM C						\$16.00	_____
CO 27		23	22	24	25	94	\$16.00	
	Lewis						\$16.00	
0114462	EICHTHALER RICHARD A						\$18.00	_____
CO 23		23	24	21	24	92	\$18.00	
	Purse						\$18.00	
9801872	ELLIOTT MEL						\$33.00	_____
CO 26		23	22	20	22	87		
	25 Options	\$2.50	\$2.50	\$2.00	\$2.00		\$9.00	
	Lewis						\$24.00	
9103462	FRANCHINI MIKE T						\$24.00	_____
CO 27		24	24	24	23	95	\$24.00	
	Lewis						\$24.00	
0907440	KAUP GREGORY L						\$8.00	_____
CO 24		22	20	23	21	86	\$8.00	
	Lewis						\$8.00	
9000894	WOOSLEY PAT B						\$38.00	_____
CO 27		23	22	22	23	90		
	Purse						\$12.00	
	50 options	\$5.00	\$5.00	\$5.00			\$15.00	
	25 Options	\$2.50	\$2.50	\$3.00	\$3.00		\$11.00	
							\$145.00	

Your Trap Club, Inc.

Progressive 50s

12/3/2004 5:20:27 PM

Front 50**\$707.00****Middle 50****\$157.00****Back 50****\$94.00****8.7.5 Class Advance**

In the example Class Advance Form below, the event number is 1 and there are definitions for AA and AAA classes. ezShoot assumes that the top scores in each class are the only ones to be advanced... but a "winning score" may be lower... and is specified by clicking the mouse on the appropriate score. The "Selected Score" in each class is always highlighted (here, shown in blue).

Due to differences in opinion, we have been forced to add the "How To Apply" radio box...

1. Selected Score, Ties, and Higher Scores in each Class.
This is the ezShoot default setting.

2. Selected Score and All Ties in each Class.

Due to the Special Category shooters, this option is VERY popular... Using this type of advancement, the "Trophy Winning Score in each Class" can be advanced and the higher scores in that class would NOT be advanced.

As of this writing, the ATA has never published a rule on how class advancements should be done!

In this event there is no AAA class, but some of the following events may have a AAA class! So the shooters that shot the 99 in class AA will be advanced to AAA in all following events... If those events do not have a AAA class, then the class will be restricted back to AA or the highest class defined for that event. BUT, the report will still show an advancement from AA to AAA.

Class advancement will be applied to all following events, unless the shooter is already classified higher in an event!

Advance Class Calculation Form

Event 1 Sportsmans Warehouse Doubles

Open

D Class			C Class			B Class			A Class			AA Class			AAA Class		
1	90	1	1	95	1	1	97	2	1	99	1	1	99	2	1		
2	84	1	2	94	1	2	95	1	2	98	2	2	98	5	2		
3	83	1	3	93	1	3	94	3	3	97	1	3	97	8	3		
4	81	2	4	91	3	4	93	5	4	96	4	4	96	6	4		
5	80	1	5	89	3	5	92	5	5	95	3	5	95	11	5		
6	79	2	6	88	2	6	91	3	6	94	3	6	94	2	6		
7	78	1	7	87	1	7	90	2	7	92	5	7	93	1	7		
8	74	2	8	86	3	8	89	3	8	91	6	8	92	2	8		
9	73	2	9	85	2	9	88	2	9	90	2	9	91	1	9		
10	72	2	10	83	2	10	87	4	10	89	1	10	90	1	10		
11	71	1	11	82	2	11	85	2	11	88	2	11	89	1	11		
12	70	1	12	80	2	12	84	4	12	87	2	12			12		
13	67	1	13	79	1	13	83	1	13	85	2	13			13		
14	60	1	14	78	1	14	82	1	14	84	3	14			14		

How To Apply

☐ Selected Score and All Ties in each Class.

☒ Selected Score, Ties and Higher Scores in each Class.

Apply

Print

Preview

Close

If an event has already had advancements performed, the following warning will be displayed:

Warning

Class Advancement has already been calculated for this event. Recalculation will ALSO perform Advances on ALL later Events!

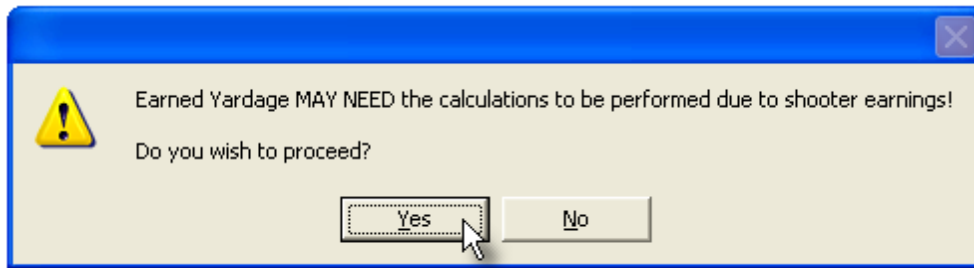
Do you want to recalculate the Class Advancements?

Yes No Cancel

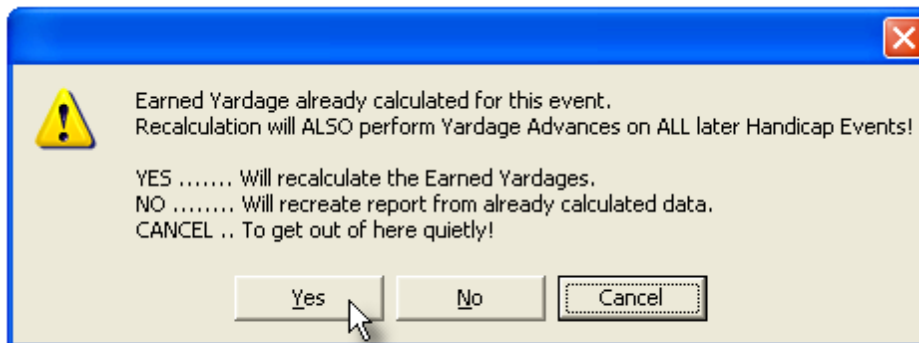
Basically the choices are simple... Yes means recalculate and apply the new classifications to following events. No means just print the report that already exists. Cancel... well it means get out of here... Now!

8.7.6 Earned Yardage

Earned yardage is quite simple to do, but it does require that ALL scores for the event have been entered... Now that yardage can be earned by winning \$750.00 or more, all the scores and optional calculations should be performed prior to running the earned yardage report. If the event is NOT marked as having been calculated, the following warning will be issued:



You may proceed if there is no chance of a shooter winning more than the \$750.00 level. If the Earned Yardage Report has already been run on the current event, the following warning will be issued:



If your shoot has more handicap events following this event, remember that the settings for this Earned Yardage Report will be applied to ALL following events!

The following form will show the ATA's earned yardage table, and the list of scores earning yardage, along with any individuals winning more than \$750.00. Remember: Shooters winning \$750.00 or more must earn yardage, but this yardage is NOT in addition to yardage earned by shooting one of the top five scores.

Earned Yardage Calculation Form

Current ATA Earned Yardage Tables

Minimum Yardage Earned

	100	99	98	97	96	50X50	75X75
▶	1.5	1	1	1	0.5	0.5	0.5

Earned Yardage Table

	Minimum	Maximum	FIRST	SECOND	THIRD	FOURTH
▶	15	39	0.5			
	40	69	1			
	70	124	1	0.5		
	125	249	1	1	0.5	
	250	499	1.5	1	0.5	

Entries

205 Shooters are entered in **Event 5.2 2nd 100 Fuoco Motor**

Top Five Scores

1 Shot	100	Earning	1.5 Yards...	Earned Yardage	1.5
2 Shot	99	Earning	1.0 Yards...	1.0	
5 Shot	98	Earning	1.0 Yards...	1.0	
5 Shot	97	Earning	1.0 Yards...	1.0	
9 Shot	96	Earning	0.5 Yards...	0.5	

Buttons: Preview, Print, Cancel

Punches Earned by Winnings

ID#	Name	Earns
9803831	FAUTIN SKYLER S	1.5
0913435	SAYLES WILLIAM	1.0

The section "Punches Earned by Winnings" will not be visible if no individual won \$750.00 or more.

Delta Trap Club, Inc.

Labor Day 2007

Earned Yardage Report

Event 5.1 1st 100 Fuoco Motor

9/3/2007

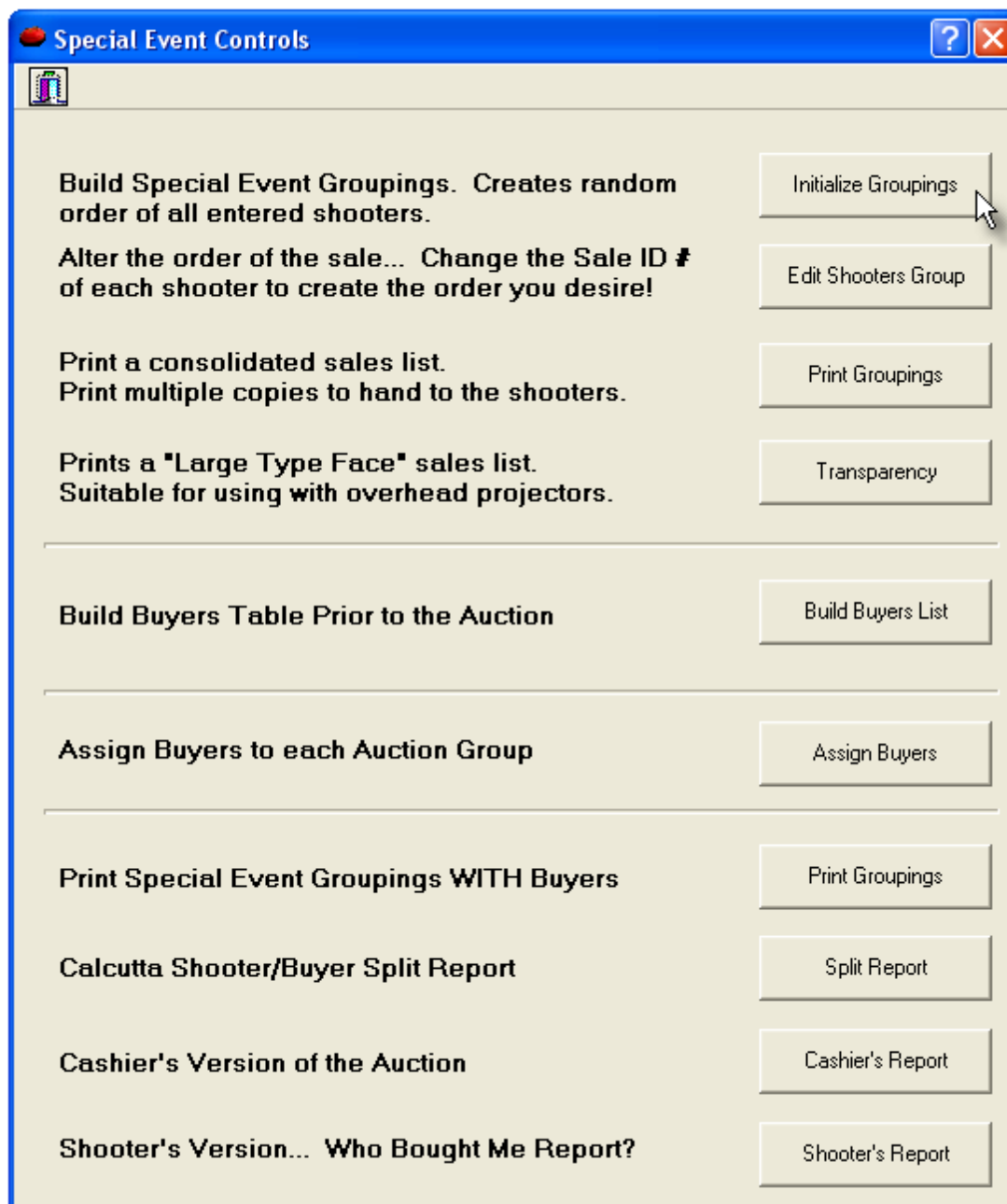
Earned Yardage with Total Entries: 214

Shooter		Score	Old Yardage	Earned	New Yardage	Punched and/or Notified
613651	BEAMAN JANESEA J	99	19.5	1.0	20.5	
180	13370 HALLELUJAH TRAIL ELBERT, CO 80106		LW			
614440	BEAUPREZ LARRY	97	20	1.0	21.0	
325	12508 RD T FT MORGAN, CO 80701		V			
9901593	BENNETT PATRICK J	98	25.5	1.0	26.5	
138	904 TELLER AVE GRAND JUNCTION, CO 81501					
612943	BERG DON O	97	25.5	1.0	26.5	
05	1442A WALNUT ST #386 BERKELY, CA 94709					
901760	BRITTON DAVID W	97	22.5	1.0	23.5	
0146	3164 FORREST WAY GRAND JUNCTION, CO 81504					
5201122	BROWN GLEN E	99	27	1.0	27.0	Honorary

ezShoot will flag "Honorary", "First Time to 27?", and punches earned under the new "Money Punch Rule". Immediately after running an Earned Yardage Report, ezShoot ASSUMES that ALL shooters will be PUNCHED! If a shooter leaves early, use the Earned Yardage Letters function during the End Of Shoot procedure to create a notification letter and change the Earned Yardage Report to indicate that the notice has been mailed instead of an actual Punch done.

8.8 Steps to Run a Successful Special Event

Steps to perform to do the Special Event: Work your way from top to bottom of the following form...



1. Initialize the shooters into groups. The number of shooters in a group can only be one or two at this time. This function tries to create a random order by assigning a pseudo random number to each shooter. If you are selling the shooters as singles, then this step may be all the setup you'll need.
2. Edit the Shooter Calcutta Grouping numbers on shooters. Edit any shooters that you wish to move around in the selling order and change their group numbers accordingly.
3. Reprint the Calcutta Groupings to get the final version of your Calcutta list. You can of course go back to step two and keep changing the groupings until your sales list is "just the way you want it!"
4. So, we'll have lots of buyers... the auctioneer may assign Buyer IDs to each buyer, but ezShoot will only be interested in their names. ezShoot will use the NAME field to identify a buyer. So we will use the Build Buyer Table button. But, first, perform an import of all the shooters... to make them possible buyers... Their name is used to locate them in the drop down list! Then, you may add any "extra buyers" needed to this list!
5. Now we are ready to Assign Buyer IDs to each Calcutta Group of shooters in the Special

Event. Using the Assign Buyers Button, you may enter the Group Number of interest. The Buyer Name may be selected from the pull down list, or a new Buyer Name may be created, and assigned to the Group. The total sales price of the Group is entered and apportioned to each member of the Group. This of course assumes that all shooters in the Group are of equal value!

6. By running the Cashier's Report, you may find the total value of the Calcutta at any time, along with any outstanding shooters yet to be sold. This report is most useful when you are trying to collect from the Buyers... It has their totals and lists their shooters for them... They probably don't recall anyway!
7. The Shooter's Report is a quick and dirty to allow the shooters to find out "Who bought me?".

NOTE:

If it is a small shoot, and you don't really need to do all of the Assignment of Buyers and use the Cashier's Report to collect from, then you may skip everything after step 4! But, to tell ezShoot how much the Calcutta was worth, before doing the calculations for the handicap event... don't forget to Edit -> Shoot Definition and change the \$ Added of the Special Event Optional to include the value of the Calcutta Auction!

8.8.1 Initialize Special Event Groups

Before the auction, the auctioneer will need a list of shooters to sell... Use the Initialize Groups button to use this form:

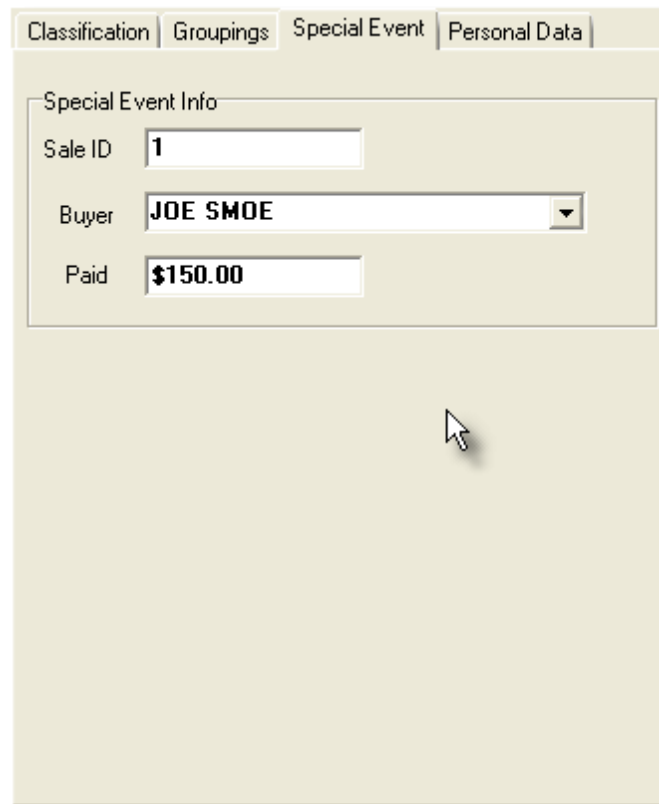
ATA	NAME	ADDRESS	CITY
9401407	BROUGHTON WILLIAM C	9450 CR BB	PLEASANT VIEW
9201572	THRELKELD MIKE D	14021 CR 207	CORTEZ
9201574	PRINCE ALLEN D	825 N CHOLLA ST	BLOOMFIELD
9801276	MCANDREW WILLIAM M	30 W 1ST ST	CORTEZ

ezShoot assumes that the shooters will be sold as individuals, and has assigned each a random number and sorted this list by that number. Printing or Previewing this list performs the actual assignment. This assignment may be performed as many times as you like until the list suits you. If you cannot get a random list that you like, the Sale ID (group number) of each shooter may be altered to create any sale order you like.

Notice, that the shooters may be assigned Sale IDs in pairs... just change the "Grouped" value. Again random numbers are assigned to each shooter, then as best as possible, a long yardage shooter is paired with a shorter yardage shooter. Remember, you can always alter the assigned Sale IDs later if you don't like the sale order generated by ezShoot.

8.8.2 Edit Shooter's Sale ID

Altering the Shooter's Sale ID (or Calcutta Group) is really done with the standard Shooter Entry Form shown below... Change the TAB to the Special Event!



The screenshot shows a software window with four tabs: 'Classification', 'Groupings', 'Special Event', and 'Personal Data'. The 'Special Event' tab is selected. Inside this tab, there is a section titled 'Special Event Info' containing three input fields: 'Sale ID' with the value '1', 'Buyer' with a dropdown menu showing 'JOE SMOE', and 'Paid' with the value '\$150.00'. A mouse cursor is visible over the bottom right area of the window.

The Sale ID contains the currently assigned "Group Number" for this shooter!

The Buyer Combo Box will have the buyer's name from the Buyers Table. The Buyer will usually be assigned during or after the auction.

And the Paid Text Box will contain the Dollars Paid for this shooter of the group! The sum of the Paid box for all shooters MUST be the value of the Auction.

8.8.3 Reprint Special Event Groups

Special Event		October 9 2004	Special Event Listing 10/9/2004	
Shooter		Buyer	Amount	
1	9201574 22 PRINCE ALLEN D BLOOMFIELD, NM	_____	_____	_____
2	9401407 27 BROUGHTON WILLIAM C PLEASANT VIEW, CO	_____	_____	_____
3	9801276 20 MCANDREW WILLIAM M CORTEZ, CO	_____	_____	_____
4	9201572 27 THRELKELD MIKE D CORTEZ, CO	_____	_____	_____
5	9801872 26 ELLIOTT MEL CORTEZ, CO	_____	_____	_____
6	9701227 20 1/2 BROUGHTON TONI L PLEASANT VIEW, CO	_____	_____	_____
7	9105043 27 FRANCHINI GERALD L CORTEZ, CO	_____	_____	_____
8	9000894 27 WOOSLEY PAT B CORTEZ, CO	_____	_____	_____
9	0907440 24 KAUP GREGORY L DELTA, CO	_____	_____	_____
10	0211439 27 THOMPSON WILLIAM L FARMINGTON, NM	_____	_____	_____
11	9103462 27 FRANCHINI MIKE T CORTEZ, CO	_____	_____	_____
12	_____	_____	_____	_____
13	_____	_____	_____	_____

8.8.4 Build Buyer Table

Name	ID	Address	City, ST Zip
BROUGHTON TONI L	9701227	9450 CR BB	PLEASANT VIEW, CO 81331
BROUGHTON WILLIAM C	9401407	9450 CR BB	PLEASANT VIEW, CO 81331
ELLIOTT MEL	9801872	14050 RD 207	CORTEZ, CO 81321
EMBREE DOUG	312014	3507 CR 311	IGNACIO, CO 81137
FRANCHINI GERALD L	9105043	207 WEST MONT AVE	CORTEZ, CO 81321
FRANCHINI MIKE T	9103462	219 N EDITH	CORTEZ, CO 81321
GRADY KIM	811640	6211 OLD COURSE DR	FARMINGTON, NM 87402
GRADY MIKE E	8401899	1621 W MURRAY DR	FARMINGTON, NM 87401
HENRY JAMES R	616749	1716 MAY LN	CORTEZ, CO 81321
HUTSON DOUGLAS M	517290	PO BOX 863	BLOOMFIELD, NM 87413
ICE WILLIAM D	9600026	1313 CENTENNIAL DR	MONTROSE, CO 81401
JOE SMOE		A	CSZ
JOHNSON JIM	9305204	PO BOX 3192	DURANGO, CO 81302
KENNEDY JIMMY	813949	1212 IRIS DR	AZTEC, NM 87410
KUENZLER JOHN A	9101213	BOX 42	CORTEZ, CO 81321
KUENZLER SUSAN A	9701228	PO BOX 42	CORTEZ, CO 81321

When this form is first opened, it has NO data! Since the Buyers List usually contains a lot of the shooters the first thing to do is Import all of the shooters in attendance into the buyers list.

Then the Edit, Insert, and Delete buttons may be used to alter, add or remove buyers. We always have consortiums / wives / parents that purchase shooters.

If your Special Event has a minimum Self Buy Bid, you may defined it here with the Self Price Button. Here you will be asked for the dollar value each shooter of the sale group must pony up if no one makes the minimum bid for the group.

If you will be using a Floor bid for your auction, you may define who bought the Floor, and how much per shooter was guaranteed. Then as you assign buyers, use the <Floor> account; thereby separating that buyer's purchases from his "floor" purchases.

If you will be using a Pool to hold all the no-sales, its buyer and total value may be defined here, but remember to do this AFTER the auction is complete. This definition will apply an equal amount to each shooter of the Pool. In other words, it is assumed that each shooter in the pool cost the buyer equally!

8.8.5 Assign Buyers to Sale ID

Special Event Assign Buyer

Special Event Group Information

Group Number

ATA	NAME	Group	Buyer Name / ID	Sold for \$
▶ 9201574	PRINCE ALLEN D	1	PRINCE ALLEN D	25

Buyer

Total Dollars Paid for this Group

Assign Preview Clear

Close

Each Sale ID (Group Number) is selected, and the list of shooters in the group is shown. Then the Buyer Name may be selected and the Amount Paid for the Group can be entered. Pressing the Assign button will split the cost of the group equally among the shooters. Each group may be assigned to a defined Buyer Name, <Self>, <Floor>, or <Pool>.

The Preview button will calculate and display a Cashier's Report. Using this often during the assignment process will catch any keying errors early. If you auction is multiple pages, be sure to run a calculator tape for each page, and a running total... This can be compared with the Cashier's Report at the end of each page to catch data entry errors.

8.8.6 Special Event Spread Sheet

Most shooters, and especially buyers, want to know the total value of the Special Event... usually within minutes of the auction being finished!

Your Trap Club, Inc.	CALCUTTA	10/10/2004
Shooter Entry Fees	\$220.00	
Calcutta Buyer's Portion	\$0.00	
Special Event Added Money	\$0.00	
Total \$ Retained	(\$4.40)	
Total Value of Special Event	\$215.60	

SHOOTER		BUYER
\$38.81	\$129.36	\$90.55
\$25.87	\$86.24	\$60.37
\$64.68	\$215.60	\$150.92

This simple report is generated from the **Tools>Special Event Tools** menu. It uses the count of shooters found as signed up for the Special Event, the auction values assigned to each of those shooters, any added money, and withholds any percentage you have specified during shoot setup. It should be stated here that the exact figures will be slightly different depending on the way ties are split. This difference should only be pennies, but be warned, they will be different!

8.8.7 Cashier's Special Event Report

Use this report to verify that all shooters have been sold, and to collect from the buyers. This particular shoot was run with a shooter must buy self... So the report is not extremely useful, except as a checkoff sheet that everyone paid up!

Special Event				Cashiers Report 12/3/2004
Handicap				
<Floor>				\$0.00
<Pool>				\$0.00
NO BUYER				\$0.00
BROUGHTON TONI L				\$25.00
9701227	BROUGHTON TONI L	6	\$25.00	
BROUGHTON WILLIAM C				\$25.00
9401407	BROUGHTON WILLIAM C	2	\$25.00	
ELLIOTT MEL				\$25.00
9801872	ELLIOTT MEL	5	\$25.00	
FRANCHINI GERALD L				\$25.00
9105043	FRANCHINI GERALD L	7	\$25.00	
FRANCHINI MIKE T				\$25.00
9103462	FRANCHINI MIKE T	11	\$25.00	
KAUP GREGORY L				\$25.00
0907440	KAUP GREGORY L	9	\$25.00	
MCANDREW WILLIAM M				\$25.00
9801276	MCANDREW WILLIAM M	3	\$25.00	
PRINCE ALLEN D				\$25.00
9201574	PRINCE ALLEN D	1	\$25.00	
THOMPSON WILLIAM L				\$25.00
0211439	THOMPSON WILLIAM L	10	\$25.00	
THRELKELD MIKE D				\$25.00
9201572	THRELKELD MIKE D	4	\$25.00	
WOOSLEY PAT B				\$25.00
9000894	WOOSLEY PAT B	8	\$25.00	
Shooter's portion of the Special Event				11 x \$20.00
Total \$ Value of Auction				\$275.00
Total \$ Added Money				\$0.00
Total \$ Retained				(\$9.90)
TOTAL \$ VALUE OF THE SPECIAL EVENT				\$485.10

At larger auctions, this report is a real lifesaver... each buyer is shown with all shooter purchased, and the total amount due!

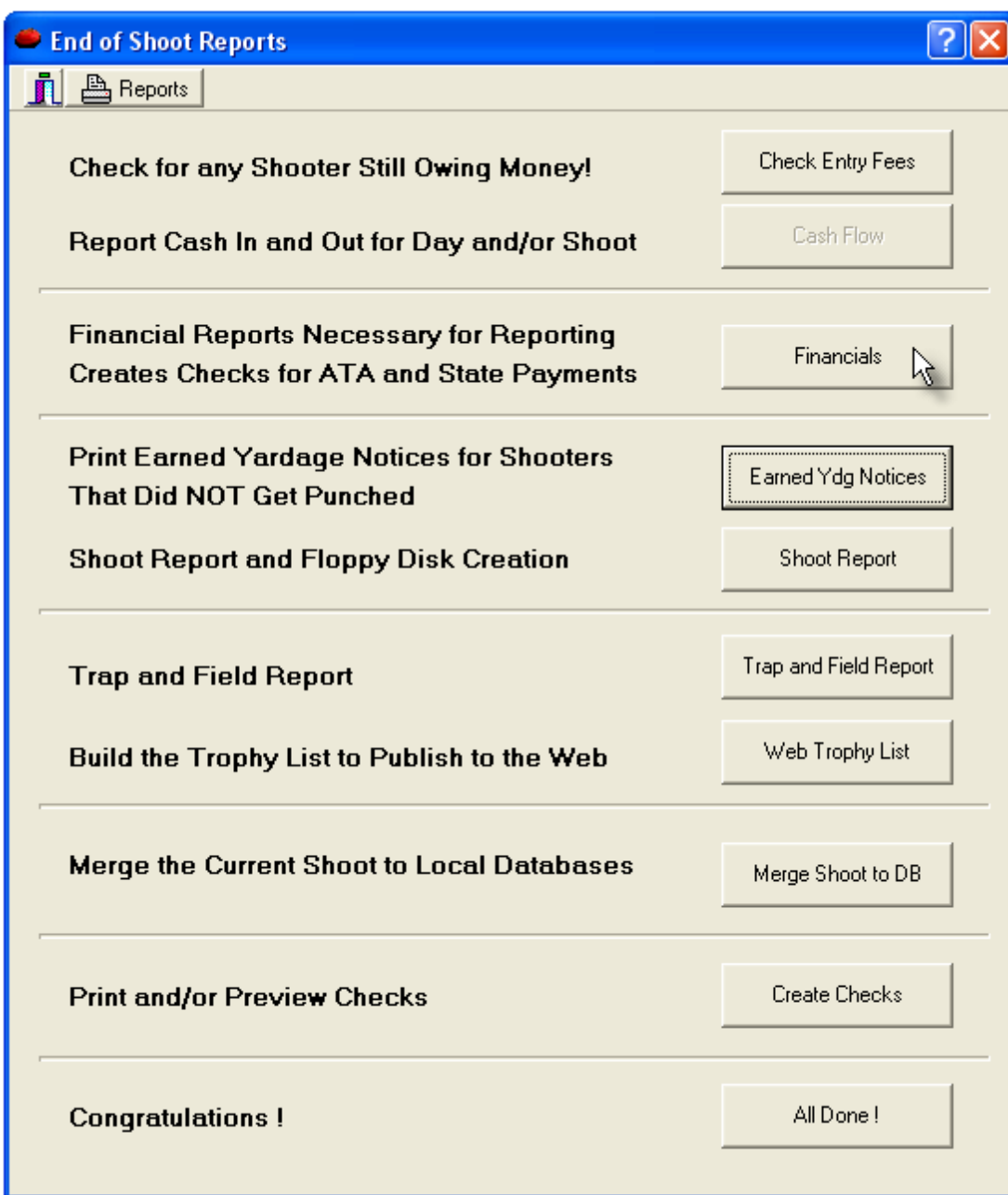
8.8.8 Shooter's Special Event Report

The next morning, many shooters will not know "Who bought me?" Ok, this report is just for them...

October 9 2004							Special Event Shooter's List
Special Event							10/10/2004
Squad	Shooter Name	Class	Total	SE Group	Buyer Name	\$ Paid	
2.3 9701227	BROUGHTON TONI L	CO 20%	89	6	BROUGHTON TONI L	\$25.00	
5.2 9401407	BROUGHTON WILLIAM C	CO 27	80	2	BROUGHTON WILLIAM C	\$25.00	
5.3 9801872	ELLIOTT MEL	CO 26	85	5	ELLIOTT MEL	\$25.00	
4.2 9105043	FRANCHINI GERALD L	CO 27	86	7	FRANCHINI GERALD L	\$25.00	
4.3 9103462	FRANCHINI MIKE T	CO 27	94	11	FRANCHINI MIKE T	\$25.00	
3.3 0907440	KAUP GREGORY L	CO 24	89	9	KAUP GREGORY L	\$25.00	
2.1 9801276	MCANDREW WILLIAM M	CO 20	89	3	MCANDREW WILLIAM M	\$25.00	
3.4 9201574	PRINCE ALLEN D	NM 22	96	1	PRINCE ALLEN D	\$25.00	
4.5 0211439	THOMPSON WILLIAM L	NM 27	91	10	THOMPSON WILLIAM L	\$25.00	
5.4 9201572	THRELKELD MIKE D	CO 27	100	4	THRELKELD MIKE D	\$25.00	
4.1 9000894	WOOSLEY PAT B	CO 27	98	8	WOOSLEY PAT B	\$25.00	
Shooter's portion of the Special Event						11 x \$20.00	\$220.00
Total \$ Value of Auction							\$275.00
Total \$ Added Money							\$0.00
Total \$ Retained							(\$9.90)
TOTAL \$ VALUE OF THE SPECAIL EVENT							\$485.10

8.9 End of Shoot

The ATA needs data... So, use the Tools -> End of Shoot menu item. Here the reports may be created, viewed, and copied to floppy.



8.9.1 Club Financial

For some reason, clubs always want to know if they made any money at a shoot... So this report is for the club treasurer! Remember that the practice and other miscellaneous items on this list are only those that were charged by ezShoot during the shooter signup.



Delta Trap Club, Inc. 090050

Club Financial Report

Shoot Statistics

Labor Day 2007

9/1/2

Shoot Statistics

Shooters	239
Registered Targets	124400

Revenue

Target Fees	\$31,450.00
DTC Memberships	\$90.00
ATA Daily Fees	\$1,318.00
ATA Memberships	\$804.00
CSTADaily Fees	\$2,306.50
CSTAMemberships	\$1,120.00
Purse and Options	\$28,175.00
Added Money(Excluding Progressive Purses)	\$2,000.00
Calcutta Auction Value	\$17,710.00
Meals	\$1,780.00
Practice	\$772.00
Shells	\$671.00
Camper Spaces	\$362.00
Components	\$282.00
Miscellaneous	\$0.00
Advertising	
Other Miscellaneous Revenue	
Total Revenue	

The second page of the Financial Report will show the changes in any Progressive Purses during the shoot.

Delta Trap Club, Inc. 090050

Club Financial Report

Shoot Statistics

Labor Day 2007

9/1/2

Expenses

DTC Junior Discount Fees		\$175.00
Amateur Trapshooting Association		\$2,122.00
Colorado State Trapshooting Association		\$3,251.50
Purse and Options		\$32,359.79
Buyer's Portion of Special Event		\$15,526.05
Target Expense Registered 124400 + Practice _____ X \$ _____ / Target		_____
Meals	_____	_____
Practice	_____	_____
Shells		_____
Components		_____
Miscellaneous		_____
Advertising		_____
Office		_____
Trophies		_____
Labor		_____
Other Miscellaneous Expenses		_____
Total Expenses		
Shoot Net Income		

The Club Statistics Report:

Delta Trap Club, Inc. 090050

Labor Day 2007 Delta Trap Club, Inc.

Shoot Statistics

9/1/2007

Club ID Number 090050

Roger Polfer

P O Box 1061

Delta, CO 81416

970.856.8064

Event Listing:

Event #1	1.0	9/1/2007	Sportsmans Warehouse Doubles	Doubles	100	\$25.00	172	17200
Event #2	2.0	9/1/2007	Wells Fargo Handicap	Handicap	100	\$25.00	220	22000
Event #3	3.0	9/2/2007	Bank of Colorado Singles	Singles	100	\$25.00	216	21600
Event #4	4.0	9/2/2007	DTC Advertisers Handicap	Handicap	100	\$25.00	217	21700
Event #5	5.1	9/3/2007	1st 100 Fuoco Motor	Handicap	100	\$25.00	214	21400
Event #6	5.2	9/3/2007	2nd 100 Fuoco Motor	Handicap	100	\$25.00	205	20500
Total								124400

Daily Attendance Listing:

Day	1	221
Day	2	224
Day	3	214
Total		659

Number of Unique Shooters in Attendance: 239**Fee Description**

Annual (NRA Member)	3	\$30.00	\$90.00
Annual Membership	0	\$35.00	
Junior Discounts	5	2800	(\$175.00)
TOTAL Fees			(\$85.00)

This report would include an non-registered events. The ATA and State versions of this report would NOT include the non-registered events. These reports used to be included all on one page, but some clubs asked that the ATA not be sent the information specific to the Club or State.

Other reports that are combined into the Club Financials include:

1. Club memberships purchased.
2. State memberships purchased.
3. ATA memberships purchased.
4. Junior discounts that were allowed. This report will show each junior shooter, the events they

entered, and the total discount given.

5. Address changes ordered.

6. Plastic card replacements ordered.

8.9.2 Earned Yardage Letters

Ok, you got the Earned Yardage Reports figured at the end of each handicap event, but some of the shooters left or never showed up to get punched! The reports that you used to keep track of those shooters getting punched will be re-run when the ATA & State Reports are prepared later... Anyone you prepare a letter for will be "reported" as having the NOTICE SENT. ALL other shooters will be shown as PUNCHED.

This set of functions will only operate on one handicap event at a time...

Earned Yardage Notices

Handicap Events

Event: **Event 5.1 1st 100 Fuoco Motor**

Shooters Earning Yardage

☐	(0613651) BEAMAN JANESEA J
☐	(0614440) BEAUPREZ LARRY
☐	(9901593) BENNETT PATRICK J
☐	(0612943) BERG DON O
☐	(0901760) BRITTON DAVID W
☐	(5201122) BROWN GLEN E
☐	(0901882) BROWN JR VERNON J
☐	(0901878) BROWN LARRY D
☐	(9903714) BUCKLEW JAMES K
☐	(0410393) CHRISTIAN ROGER A
☐	(8704345) DHIEUX BILL J
☐	(9703792) DIGESUALDO NICK P
☐	(8501376) DOETSCH PAUL J
☐	(0617071) DOUGET TERRY L
☒	(8606012) EFFINGER IRVIN F
☐	(9503036) ERICKSON ROBERT S
☐	(9803831) FAUTIN SKYLER S
☐	(0904302) FINDLEY TERRY
☐	(9103462) FRANCHINI MIKE T
☐	(0403735) GRIDER JIM
☐	(7800067) HART JR ROBT W
☐	(0404200) HAWKINS DOUGLAS W
☐	(0211642) HUFFMAN CHRIS H
☐	(9105134) KURSINSKI TOM J
☐	(0610418) MCCANN RICKEY G

Select All

Clear All

Set as Punched

Set as Notice Sent

Preview Letter

Print Letter

Close

Select the event as usual, and then check each of the shooters that needs a letter. ezShoot will NOT print a letter when the yardage is Honorary. There will be four copies of each letter printed:

1. Amateur Trap Shooting Association
2. State Trap Shooting Association
3. Club copy for the records.
4. Shooter copy to be mailed.

Remember... Anyone that a letter is printed for will then be reported on the Earned Yardage Reports, sent to the ATA and your State, as NOTICE SENT!

Two new functions have recently been added here:

1. You may use the Select All or Clear All buttons to place/clear the check marks for shooter in the current event.
2. The Set as Punched button will set the reporting flag for the selected shooters as PUNCHED when the ATA report is created.

A sample of the letter is shown below:

Street Address
PO Box Address
City Name, CO 88888
Phone Number

1/28/2005

KAUP GREGORY L
PO BOX 78
DELTA, CO 81416

Thank you for attending our recent ATA trapshoot. Our records indicate you earned yardage but did not have your average card punched.

The Event 7 Handicap on 12/12/2004
 Congratulations, your score of 96 from the 24.5 yard line earned 0.5 yard.
 Your new yardage is 25

Please have your card punched and make sure you shoot from this new yardage at your next shoot.

Congratulations!

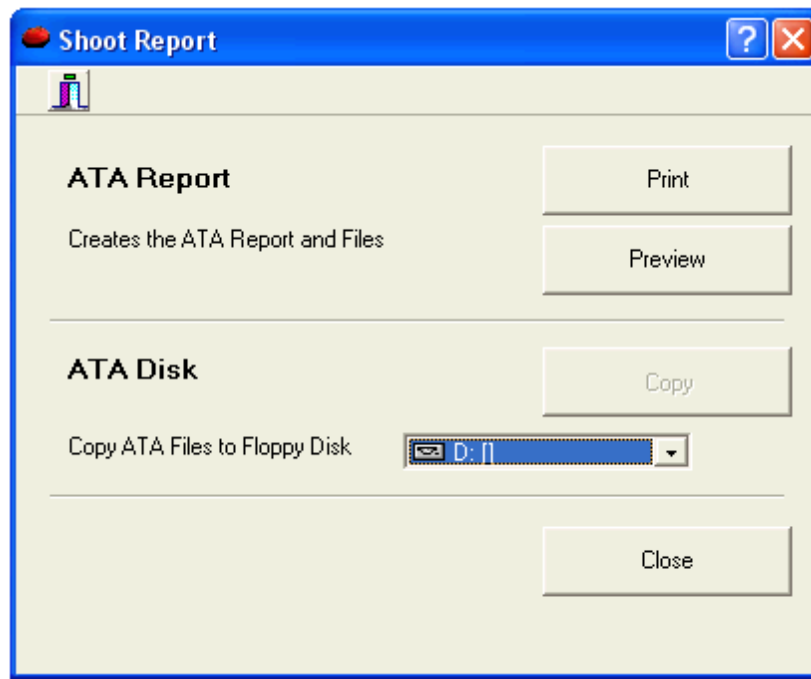
Contact Person

cc: Amateur Traps shooting Association
Colorado State Traps shooting Association

Yeah, I know it's a little corny, but it saves time!

8.9.3 ATA & State Reports

From this form, both the ATA and State reports are created. Each report is the basically the Shoot Financials plus Earned Yardage Reports plus the Shoot Report shown below...



After the report has been prepared and printed, Copy the required files to the drive letter specified in the Combo Box. This action button will not be enabled until the reports have been created.

The Drive Selection combo box may be used to choose the physical drive used when performing the Copy function.

Delta Trap Club, Inc.

Labor Day 2007

Trophy List

Event 1 Sportsmans Warehouse Doubles

172 Open Shooters On 9/1/2007

Open - AA

		State	Class	Declared	Score	Squad Post	How Won
Winner	WHITMAN RICHARD S	AZ	AA		99 / 100	43.5	Flip
	KURSINSKI TOM J		AA		99	43.4	
Runner Up	KURSINSKI TOM J	CA	AA		99 / 100	43.4	Flip
	WHITMAN RICHARD S		AA		99	43.5	

Open - A

		State	Class	Declared	Score	Squad Post	How Won
Winner	SMITH TOM L	CO	A		98 / 100	22.2	SO 20/20
	OBENCHAIN BILL G		A		98	13.2	
Runner Up	OBENCHAIN BILL G	CO	A		98 / 100	13.2	SO 19/20
	SMITH TOM L		A		98	22.2	

Open - B

		State	Class	Declared	Score	Squad Post	How Won
Winner	BANKS DAVID L	WY	B		97 / 100	33.1	SO 20/20
	BEHRING DELBERT		B	SV	97	36.4	
Runner Up	BEHRING DELBERT	CO	B	SV	97 / 100	36.4	SO 19/20
	BANKS DAVID L		B		97	33.1	

Open - C

		State	Class	Declared	Score	Squad Post	How Won
Winner	MAYNE RICHARD L	CO	C		95 / 100	34.5	Winner
Runner Up	DINGES LYNN L	CO	C		94 / 100	11.2	Winner

Open - D

		State	Class	Declared	Score	Squad Post	How Won
Winner	JONES GERALD C	NM	D		90 / 100	3.5	Winner
Runner Up	SELLERS CHARLES	CO	D		84 / 100	3.4	Winner

Open - Lady

		State	Class	Declared	Score	Squad Post	How Won
Winner	KUENZLER SUSAN A	CO	C	L	93 / 100	41.4	Winner

8.9.5 Web Trophy List

For those clubs using the web, ezShoot can create an html file of all the trophy lists. A small sample appears below:

Delta Trap Club, Inc. Labor Day 2007 Open Trophy List

[Event 1 Sportsmans Warehouse Doubles](#)

[Event 2 Wells Fargo Handicap](#)

[Event 3 Bank of Colorado Singles](#)

[Event 4 DTC Advertisers Handicap](#)

Labor Day 2007

[Index](#) [Previous](#) [Next](#)

Event 1 Sportsmans Warehouse Doubles

Held on Saturday, September 1, 2007

Number of Shooters 172

Class		Name	State	Score
AA	Winner	WHITMAN RICHARD S	AZ	99
	Runner up	KURSINSKI TOM J	CA	99
A	Winner	SMITH TOM L	CO	98
	Runner up	OBENCHAIN BILL G	CO	98
B	Winner	BANKS DAVID L	WY	97
	Runner up	BEHRING DELBERT	CO	97
C	Winner	MAYNE RICHARD L	CO	95
	Runner up	DINGES LYNN L	CO	94
D	Winner	JONES GERALD C	NM	90
	Runner up	SELLERS CHARLES	CO	84
Lady	Winner	KUENZLER SUSAN A	CO	93

8.9.6 Merge Shoot to Database

Now that the shoot is over, it's time to prepare for upcoming events... By merging the shooter information gathered at this shoot in to the "Local ATA Shooter" database:

1. The addresses will be updated
2. New shooters will added
3. Labels may be selected based on attendance for future mailings.

The "Purge all New ATA Shooters' from the Table" feature will get rid of shooters that have been assigned temporary ATA numbers by ezShoot. We tend to leave this in the table for about a year, so that these new shooters will get future shoot programs. But, at some point they need to be purged from the table, since they should have been given an official number.

8.9.7 Checks and Register

Of course, it is very important to order your checks before you need them... ezShoot uses any QuickBooks compatible full page voucher style check. The basics of this style are that the check itself is on the top 1/3 of the page, the shooter's stub portion (including all events, scores, and options) is the middle 1/3, and the bottom 1/3 of the check is the club's copy.

Warning: Concerning the order of printing! ezShoot must be told which check to send to the Windows Printer Driver first... check number 1 or the last check!

Since many of the printouts in ezShoot can easily get very large, it is useful to set the Printer Driver so the reports come out already in order; which may require the Windows Printer Driver Setting to be "Reverse Order." So, since ezShoot cannot (yet) determine this value from the Printer Driver, it must be told which check to send to the Printer Driver FIRST.

You should test the printing of checks on your machine and printer before you use the real thing! Remember, we are using QuickBooks style of checks, and you may have ordered them in Reverse Order already! So please practice printing checks with some numbered plain paper and a demo shoot before using the real things!!!

After printing the checks, place "regular" paper back in the printer, and print the Check Register! Actually, you will get three different registers:

1. The first register is of checks written to individual shooters. These checks will be for ALL monies won by the shooter, including his portion of any Special Event.
2. The second register is the buyer's portion. ezShoot does NOT combine the buyer's portion with

the shooters check if they are one in the same!

3. The third register is the list of checks written to the ATA, State, Zone, or to any other organization for which a "Retained" portion of entry fees was withheld from payment.

8.9.7.1 Printing

To print checks:

- Select the list of events to pay. Only those events that have not been marked as Paid will appear.
- The "Organizations" would include the ATA, State, and any organizations that had a "Retained Percentage" withheld for an option.
- The Special Event "Buyers." Of course, this will only appear if the shoot had a Special Event!
- Set the check number of the lowest numbered check.
- Add a memo line entry, if desired.
- Some clubs like to have the check signer's name and / or title printed on the check.
- Select the order of the printout... Which check will be sent to the Windows Printer Driver first!

The Checks button will create and print the desired list.

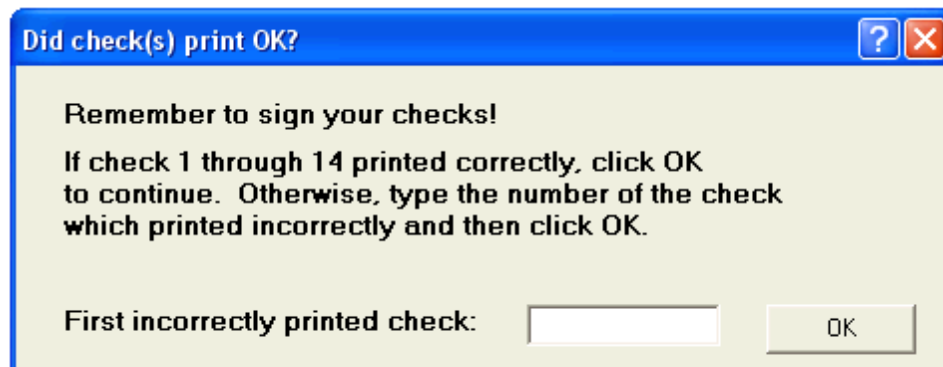
WARNING! Be sure to have your printer setup correctly... **The checks are created in ascending numerical order...** Then, if you indicate that the last check must be sent to the Windows Printer Driver FIRST, ezShoot will turn the file around and send the LAST check to the Printer Driver FIRST!

I always remove ALL paper from the printer until the dialog box below is showing, and then Windows will tell you that you have "No Paper." But, then we can see (in this example) that check number 14 is highest! Then the checks can be placed in the printer correctly. This is useful on some printer setups.

AFTER ALL Checks have been printed... If for some reason you need to redo these checks (e.g. they came out in the wrong order) use the special keyword **ALL**. This will remove any checks that have been written for the currently selected events. Then, they may be reprocessed as necessary!

8.9.7.2 Voiding

If there was a problem printing any of the checks, the checks may be canceled by entering the first bad check number into the form show below:



If the code word ALL is entered, then all checks written for the currently selected group of events will be canceled.

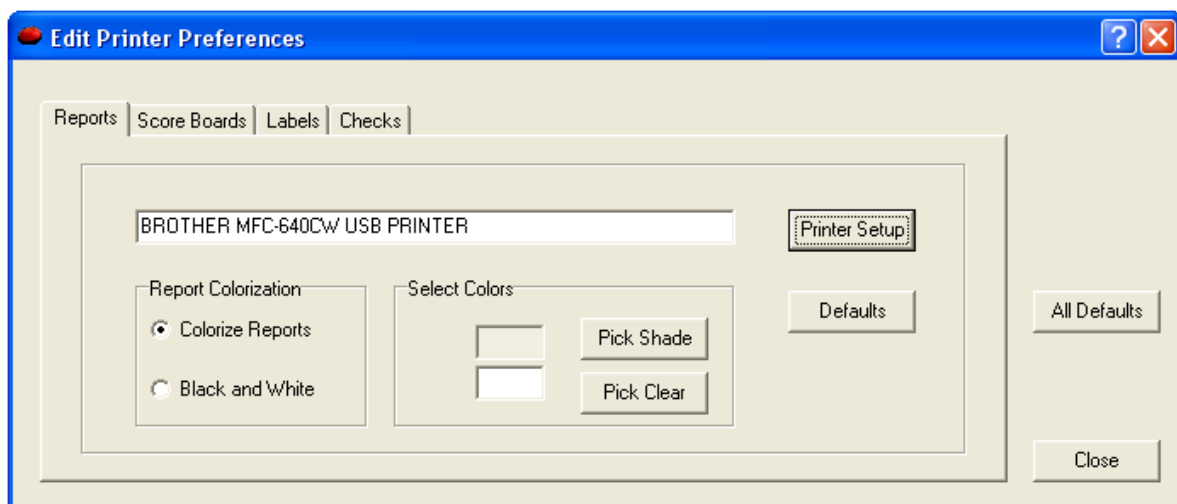
If everything has gotten fouled up, use the menu item **Clear -> ALL Written Checks** to tell ezShoot to ignore everything, and begin again!

9 Edit Preferences

There are two sets of user options or preferences. The first controls the printer settings, the second is a more general set of settings.

9.1 Edit Printer Settings

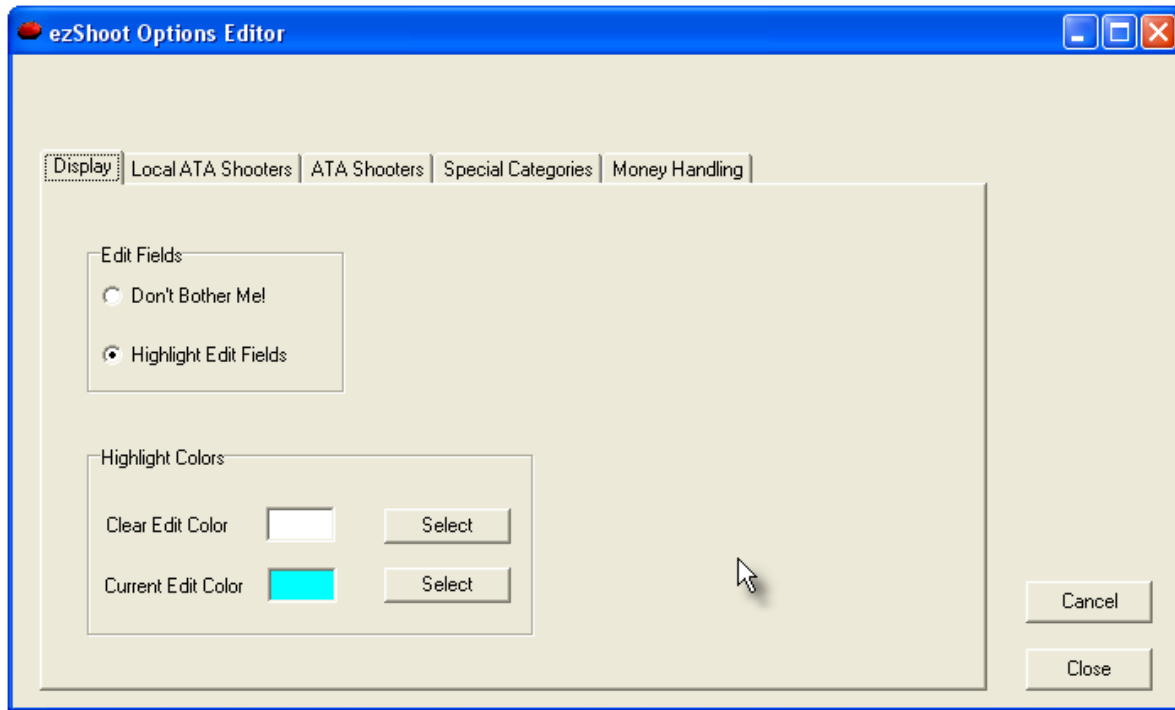
Use the **File -> Printer Setups** to alter the **default** printer used for each of four different types of reports.



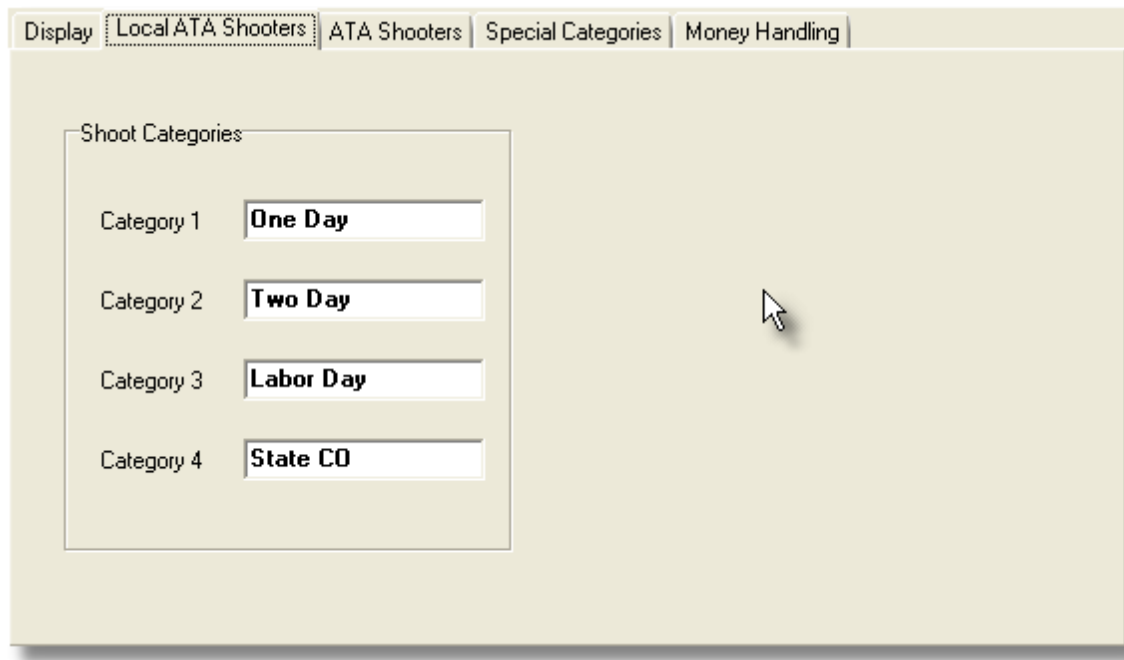
Sometimes it is very nice to have the various types of reports going to different printers. Also, the use of color may be controlled for each printer.

9.2 Edit General Preferences

Use the **Edit -> Preferences** menu to see the following:



Shown above, the highlighting of the current form edit box may be changed. This can be turned off altogether, or a different color may be used if necessary.

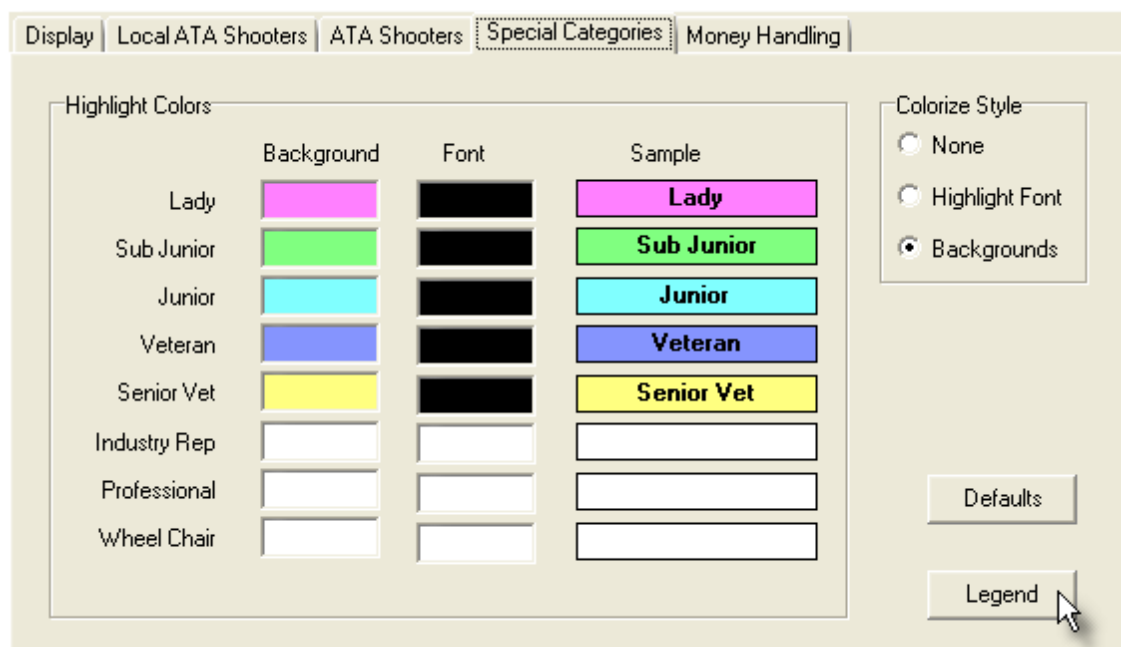


The screenshot shows a software window titled 'Edit Preferences' with four tabs: 'Display', 'Local ATA Shooters' (selected), 'ATA Shooters', 'Special Categories', and 'Money Handling'. The 'Local ATA Shooters' tab contains a section labeled 'Shoot Categories' with a list of four categories, each with a corresponding text input field:

Category	Value
Category 1	One Day
Category 2	Two Day
Category 3	Labor Day
Category 4	State CO

A mouse cursor is visible over the main area of the window.

ezShoot allows management to categorizes each shoot into four groups. At the end of each shoot, the shoot information is "merged" into the Local ATA Shooters database. Later, when selecting shooters to print labels for, these categories can be used to choose shooters that have attended a One Day shoot at your club.



The Special Categories tab allows the color pallet used by the reports (including score boards) to be set.

Printing a Legend can be very helpful to your shooters. Color can be set to None; use the color specified to display the text; or the most popular, change the background of the text to the specified color. If you do not want a category to display on the Legend, just set both the Background and Font colors to White.

Display Local ATA Shooters ATA Shooters Special Categories Money Handling

Calculations

Maximum \$ Error **\$0.05**

Maximum % Error **0.02%**

Cashier and Shooter Settings

Number of Receipts to Print by Default **1**

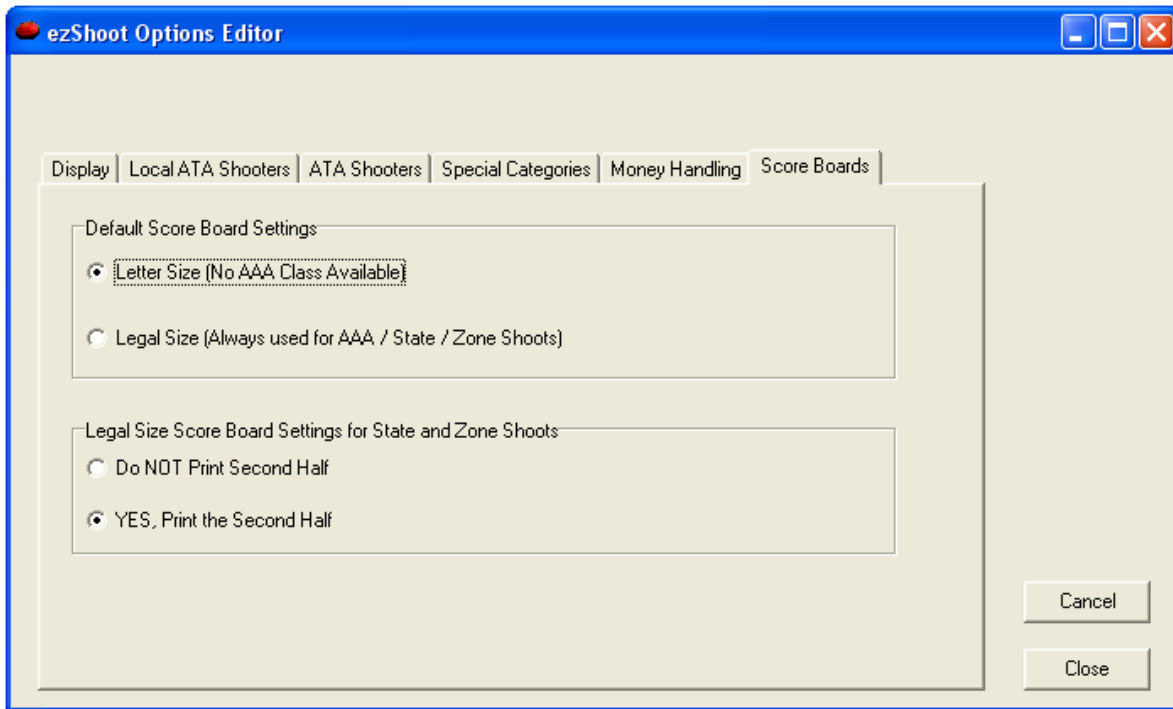
Optional Payoff Break Type **Nearest**

Optional Payoff Breaks to **\$0.01**

There are two parts to the money handling preferences... using the screen shown just above: Any option calculation payout that is off by more than 5 cents or 0.02 percent will generate a warning... Please refer to the Event Statistics report that is part of the Calculations output to see the problem.

Use the Cashier Setting to control whether or not a receipt will be printed each time a shooter is modified by a Cashier, or Backroom operation. The Payoff Break Type is currently set to Nearest Penny using 6/4 rounding, and cannot be changed.

The 6/4 rounding means that the shooter will receive the next penny of payout if the amount owed is 4/10ths of a penny or more. i.e. the shooter will be paid \$0.33 if the calculated amount is 0.331, 0.332, 0.333; and the shooter will be paid \$0.34 if the amount calculated amount is \$0.034, \$0.035, \$0.036, \$0.037, \$0.038, \$0.039.



Recently (version 3.10) we've added the ability to print a Letter sized, Landscape Score Board. The use of legal size paper to print score boards was not necessary to many clubs. However, the Letter Size will not be allowed if there is a AAA class or for State or ATA Zone Shoots.

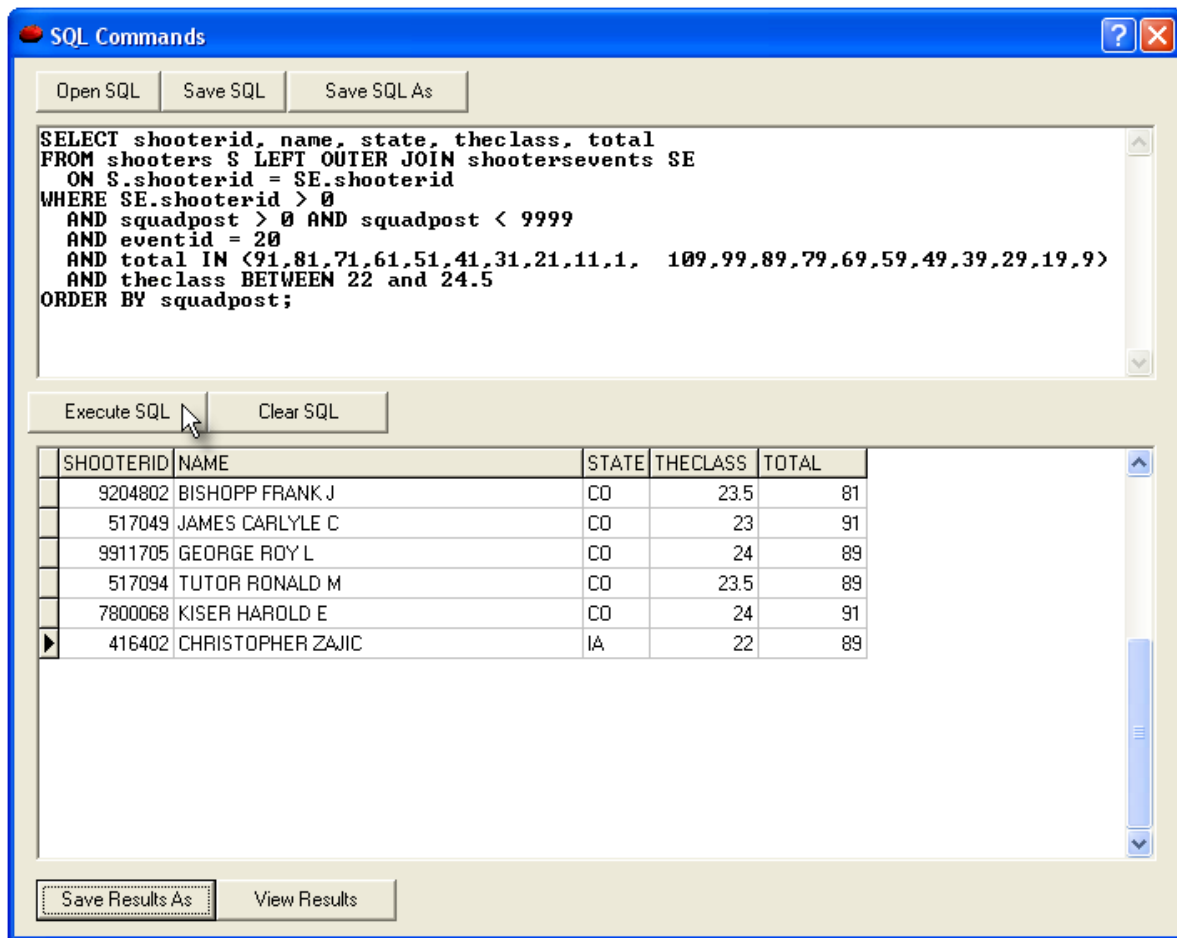
If Legal / Landscape mode is used at a State or ATA Zone Shoot, you may now turn off the second half of the score board. If the shoot does not have a great many Out-of-State or Out-of-Zone shooters, it doesn't pay to waste the paper and ink to print the second half.

10 Execute SQL Command

Every once in awhile, you may need to have a very special listing of shooters. We'll use the following example to show the basics, and the types of reports and/or files that can be created:

1. The club wants to have a special shoot-off for three rifles... One for each yardage group.
2. The shooters that are eligible must shoot a score ending in 1 or 9.
3. Want three lists so that each group may shoot off in separate locations.

Start by using the Tools -> SQL Execute menu item. This form is shown below... The Open SQL button may be used to access a file containing the SQL command, or a new SQL statement may be typed in and saved for later use.



Here, we have selected the Shooter ID, Name, State, Class, and Total Score. Since the Total is in a different table than the other items, we have to Join the two tables using the Shooter ID. The tests for the WHERE clause are:

1. The Shooter ID must be positive.
2. The shooter's Squad Post is positive and must be less than 9999. The 9999 squad number is used to take care of Withdrawn and Disqualified entrants.
3. The Event ID in this case is 20.
4. The Total has to be in the list of scores shown... (i.e. all scores ending in 1 or 9).
5. Only those entrants shooting from the 23, 23.5, 24 or the 24.5 yard line will be selected. Notice, that THE CLASS is the "class" actually shot in the Event.
6. The list is sorted by the Squad Post, which helps with normal shoot off rules.

By pressing the Execute SQL button, the results are shown in the grid. The SQL Statement may be changed, and rerun as many times as you like. As you can see, we had only six shooters in the event that met all the criteria. So mid yardage was pretty good to one of them! Actually, this shoot off was NOT held at the Colorado State Shoot, but is shown here as an example.

Once the selection meets your needs, you may use the Save Results As button to create four different types of files:

1. Text file (i.e. .txt)... Simple listing that can be edited with any basic editor (e.g. Notepad,

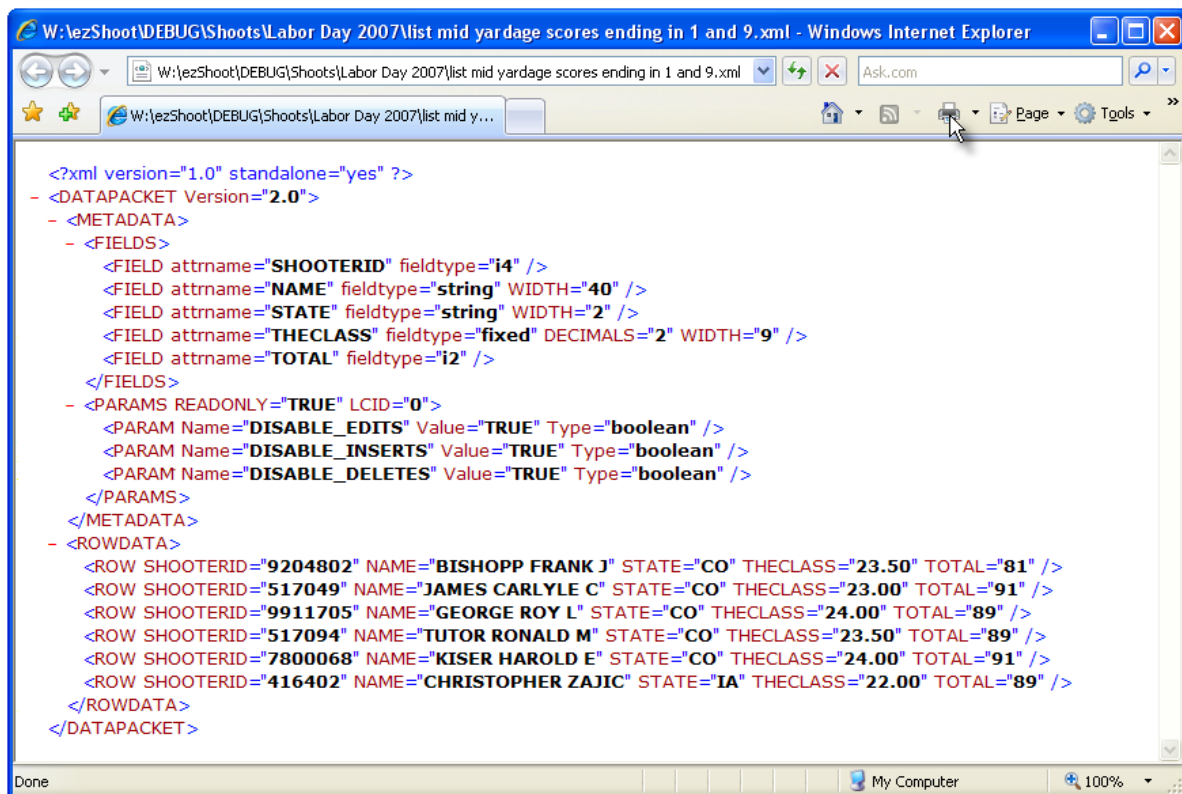
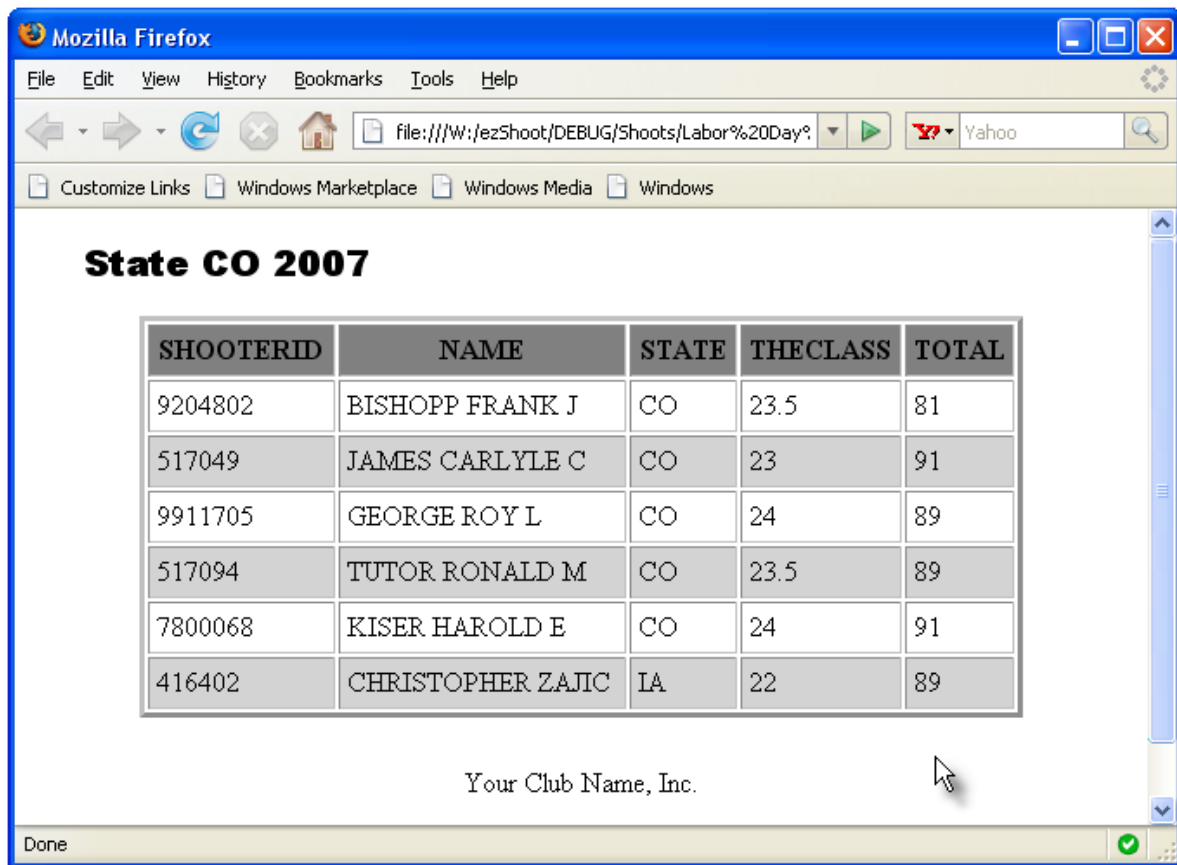
Wordpad, Word, Word Perfect, Open Office Writer).

2. Comma Separated Values file (i.e. .csv)... Normally Excel, Quattro Pro, Open Office Calc will open this type of file. Many programs can use this type of file for importing data.
3. Hyper Text Transport Protocol (i.e. .html)... Any basic editor may be used.
4. Ex(tensible) M(arkup) L(anguage) (i.e. .xml)...Very useful for data transport to other systems, or database formats.

The View Results button will display (using the system default program for the type specified) the most recently Saved results. A sample of each is shown below:

SHOOTERID	NAME	STATE	THECLASS	TOTAL
9204802	BISHOPP FRANK J	CO	23.5	81
517049	JAMES CARLYLE C	CO	23	91
9911705	GEORGE ROY L	CO	24	89
517094	TUTOR RONALD M	CO	23.5	89
7800068	KISER HAROLD E	CO	24	91
416402	CHRISTOPHER ZAJIC	IA	22	89

	A	B	C	D	E
1	SHOOTERID	NAME	STATE	THECLASS	TOTAL
2	-----	-----	----	-----	----
3					
4	9204802	BISHOPP FRANK J	CO	23.5	81
5	517049	JAMES CARLYLE C	CO	23	91
6	9911705	GEORGE ROY L	CO	24	89
7	517094	TUTOR RONALD M	CO	23.5	89
8	7800068	KISER HAROLD E	CO	24	91
9	416402	CHRISTOPHER ZAJIC	IA	22	89
10					



11 Backup Shoots

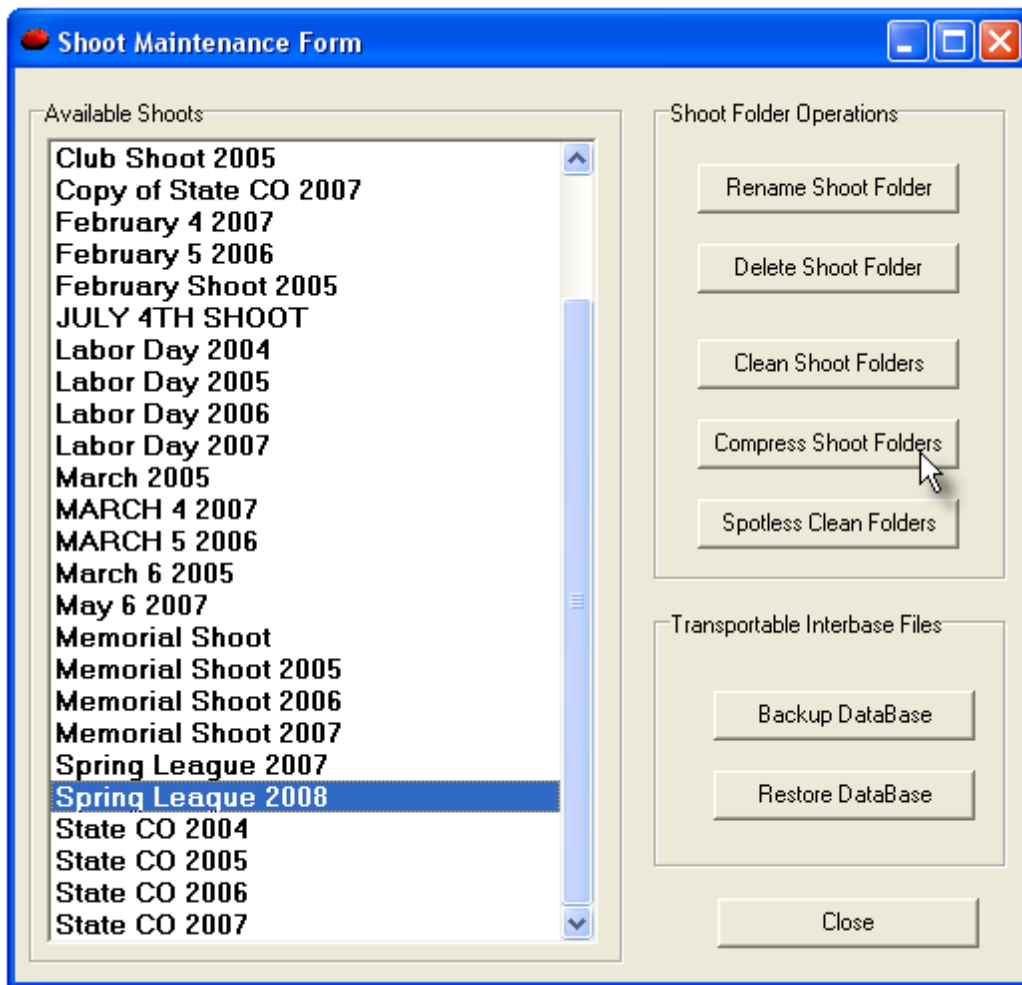
This is one of your most important functions... When running a shoot, we will run a database backup at the end of every event. On preparation days, we backup at least every couple of hours. You never know when a hard drive, or computer will fail. Personally, I like to use the new USB flash drives for this, as it allows easy transfer to another operating machine.

There are two types of backups:

1. Compressed (i.e. Zipped) backup of ALL data files, reports and any documents you may have created for the Shoot.
2. Transportable backups are created by dumping ALL tables, and database definitions to a standard text file that can be moved between different types of systems.

11.1 Compressed Backup

To create a Compressed Backup of the Shoot, use the Tools -> Shoot Maintenance menu item.

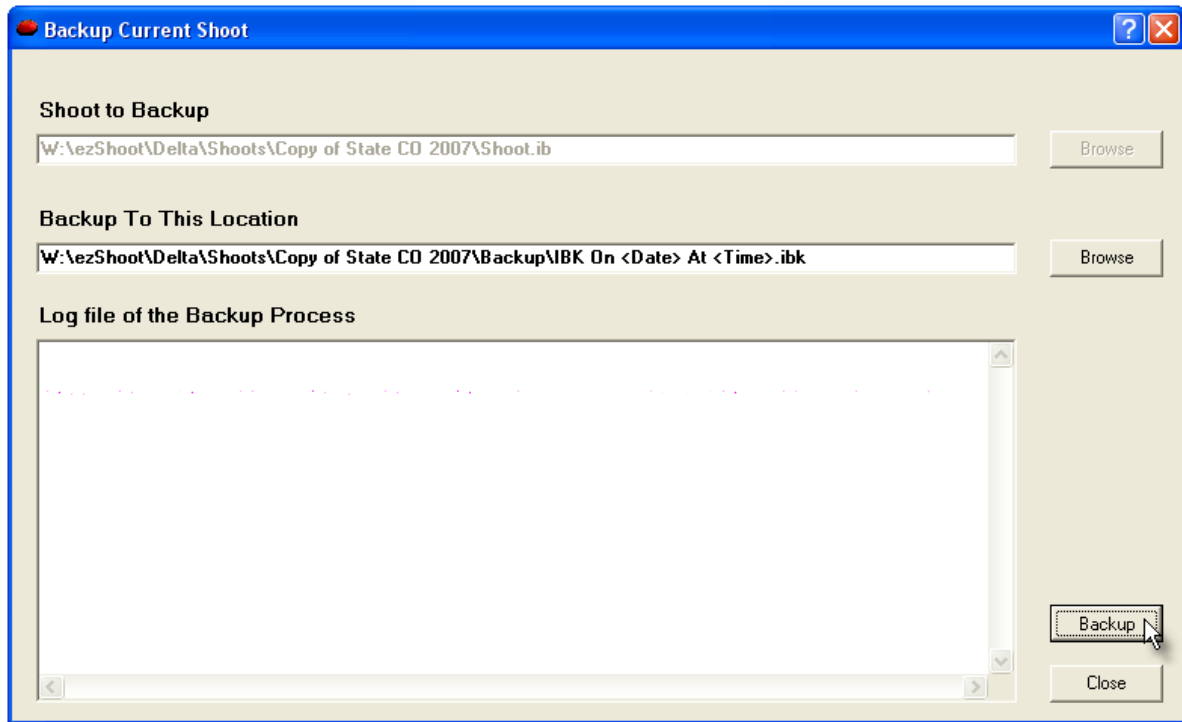


Select the Shoot that you want to backup, and click the Compress Shoot Folders button. This form does NOT allow selection of any folder and/or filename; the location of the backups is always... .. \ezShoot\Shoots\Current Shoot Name\Backup\Current Shoot Name On <Date> At <Time>, where the <Date> and <Time> parameters are set before the operation starts.

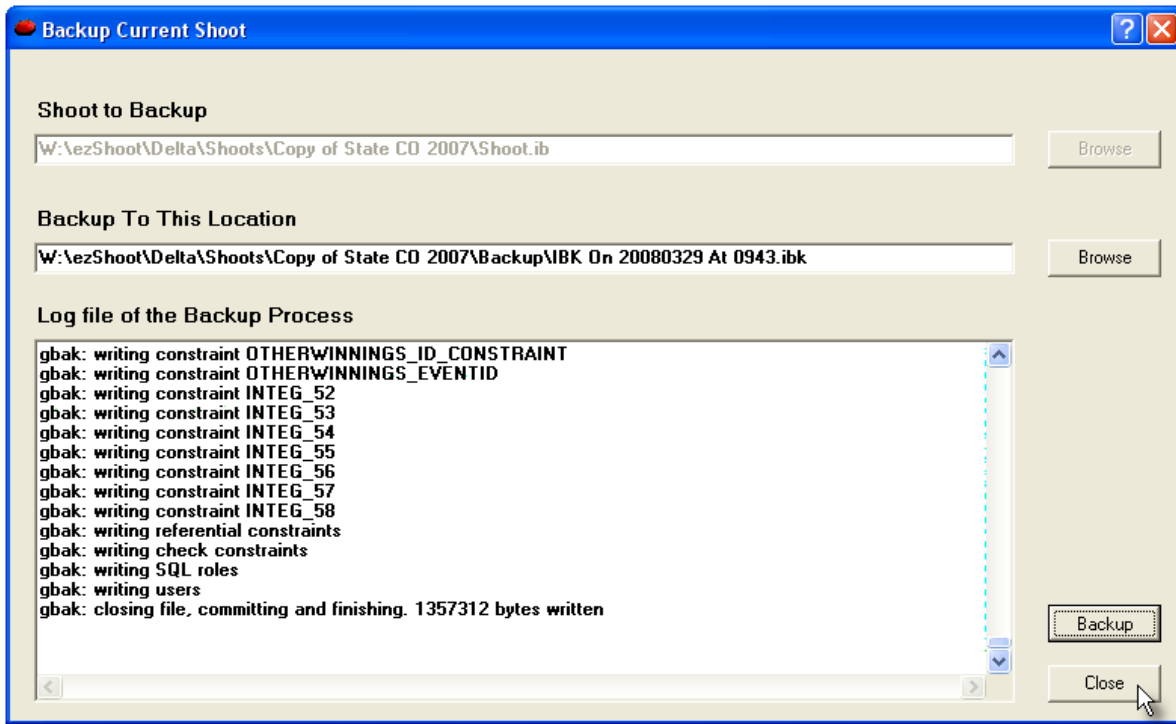
It is recommended that some of the backups be done to another disk drive, CD burner or USB flash drive.

11.2 Transportable Backup

A Transportable Backup is create directly by the InterBase Database System. The backup file name and location is generated automatically including a Date Time stamp. Of course, you may alter the location of the backup, but the default location is within the same folders that the Shoot is located.



Below is shown the form after the backup has been completed. Now, this file could be copied to a flash drive, or CD.



It should be noted, that this same form is available from the Tools -> Shoot Maintenance menu item.

12 Shooter and Membership Lists

There are four databases of people maintained by ezShoot.

1. The Club Membership.
This is actually a table within the C:\ezShoot\Data\ClubInfo.IB database.
Use the **Edit -> Club Membership** menu item.
2. The Club or Local ATA Shooters.
This table is kept in a separate database located at C:\ezShoot\Data\LocalATAShooters.IB.
Use the **Edit -> Local ATA Shooters** menu item.
3. The Master ATA Membership.
A database containing all ATA members, addresses, averages, etc. can be found at C:\ezShoot\Data\ATAShooters.IB
Use the **Edit -> ATA Membership** menu item.
4. The ATA Shooter Details.
A database containing all shooter scores, and earned yardage information for the current shoot year. This table should always be updated at the same time as the Master ATA above, and can be found at C:\ezShoot\Data\ATADetails.IB

Why have all these lists? Well, we always need to contact our shooters via snail mail, and now even by email. You can select a subset of any given table, and print mailing labels. New in version 3.8 the labels can also be "Exported" to a file that may be used for mail merge, and bulk mailers can send this file to your provider for bar coding of the postal codes.

Also new in this version is the collection and use of email address for shooters. Those shooters with email address may be selected separately, and then the notice or shoot program can be emailed to that group. As we collect more and more emails, this should begin to save clubs a great deal of money.

The following sections describe the Editing, Selecting, Printing, and Exporting of mailing labels and / or email lists. If you do not need to Edit any of the lists, you may skip ahead to the Distribution List Tools.

12.1 Club Membership

To take care of club memberships, ezShoot has a very basic system. To modify the membership, use the **Edit -> Club Membership** menu item.

Member	Name	City	State
1	Adams Jerry A.	Farmington	NM
312	Akiyama Duane	Arvada	CO
436	Alfano Wayne	Hotchkiss	CO
411	Allison Carol	Delta	CO
313	Alonzo Tony	Crawford	CO
465	Andasola, Exekiel (Andy)	Delta	CO
314	Anderson Steve	Austin	CO
2	Andrews Bart	Cedaredge	CO
287	AREBAIOS ERNIE	MONTROSE	CO
396	ARKINS JOHN	DELTA	CO
3	Arnett Al	Olathe	CO
4	Atkins David A.	Grand Junction	CO
421	Attwood Wes	Crawford	CO
5	Avgares Nick G	Craig	CO
15	Bacus Mike	Montrose	CO
16	Bacus Theresa	Montrose	CO

From this form, each member may be found, edited, deleted, or new members may be added (i.e. insert). This list is presented in alphabetical order, so using last name, then first name will make finding your members much easier. To select a member in the table, the up and down arrow buttons may be used, or ezShoot can find a member by entering a partial name:

The screenshot shows a software window titled "Membership Form". It contains a table with member data and a modal dialog box titled "GetTextForm".

Member	Name	City	State
1	Adams Jerry A.	Farmington	NM
312	Akiyama Duane	Arvada	CO
436	Alfano Wayne	Hotchkiss	CO
411	Allison Car		
313	Alonzo Tor		
465	Andasola,		
314	Anderson S		
2	Andrews B		
287	AREBAIOS		
396	ARKINS JO		
3	Arnett Al		
4	Atkins David A.	Grand Junction	CO
421	Attwood Wes	Crawford	CO
5	Avgares Nick G	Craig	CO
15	Bacus Mike	Montrose	CO
16	Bacus Theresa	Montrose	CO

The "GetTextForm" dialog box is open, showing a text input field with the text "KA". Below the input field are "OK" and "Cancel" buttons. A mouse cursor is clicking the "OK" button.

On the right side of the "Membership Form" window, there are several buttons: "Reports", "Find Member", "Edit", "Insert", "Delete", and "Close".

In this case, it will move to the first member whose last name begins with "KA."

In this case, a new member was "inserted". The member's Number is always generated automatically by ezShoot.

Most of the fields are self explanatory... But in general, it is easier to find an entry by name if you use "LAST NAME FIRST NAME MI", and all uppercase letters will also help. It is generally much easier if you DO NOT USE punctuation except for #. We prefer to use upper and lower case, commas etc, but that means I have to be more careful when finding and adding new members.

Several items will require some explanation:

1. Last Year of Paid Membership: ezShoot only keeps track of the "Last fiscal year of membership dues paid." In this example, it was 2007. Life Memberships are entered as LIFE.
2. Nickname: Since we use the last name, first name for the Name field, sometimes we know that John Q. Public goes by the nickname of Slim. If the Nickname field has ANY value, it will be output to any labels that are printed instead of the Name field. This is very useful for cutting down on mailings. If you have separate entries for a husband and wife, you can set one of the Nickname fields to "John and Mary Q. Public" (or "Mary and John Q. Public") and by setting one of the two members No Mail value, you get a nice label to please BOTH people, but only one mailing!

3. No Mail: Since our club does not have a family membership, husband / wife have to each buy a membership. Of course this means that each is mailed a separate program or flyer; and with postage rates going up, we don't want to send two of them every time. Any value in this field will stop its selection when printing mailing labels. This can also be used to stop mailings to deceased members or those who have moved away, and don't want any more mailings. I know, that person could be removed from the database, but I like to keep track of people who used to belong to the club... They may have put in lots of effort over the years, and it's always nice to remember that.
4. The Optional Codings: Used to specify other interests of the member. For example, this member likes to attend Turkey Shoots, and our big Annie Oakley tournaments. This information can be used to narrow down the selection of members for particular types of mailings or reports. The list of Optional Codings may be up to 32 items, and we will cover how to create it very soon.

12.1.1 Select Club Members for Reports

Now that we have a table full of members, it would be nice to select a group of them and print some reports. The Club Membership Form button "Reports" will open the following "Select Membership" form. Here we have to "Select" our list of members. This particular table, contained 459 entries... This value would be shown in the Results of Selection area when the form first opens.

Select Membership

Database
Shooter Database: W:\ezShoot\Version 3\DEBUG\Data\ClubInfo.IB

Selection Criteria

Basic Criteria
State:
Beginning Year: 2006
Current Year: 2008

Require
☒ Can Mail
☐ Email
☐ Fax

Exclude
☐ Email
☐ Fax
☒ Duplicate Addresses

Optional Codings
☐ Trap League
☐ Turkey Shoots
☐ Annie Oakley

Results of Selection
221

Type of Report
☒ Mailing Labels
☐ EMail List
☐ Phone Listing
☐ Fax List
☐ Landscape

Sort by
☒ Name
☐ State
☐ Zip

Buttons: Select, Clear, Export, Preview, Print, Close

But, here we have specified that the "Beginning Year" is 2006 and that the "Current Fiscal Year" is 2008. This selection will get us every entry that paid dues for the 2006, 2007, 2008, and of course, all LIFE members. Other requirements in this example: Remove duplicate address and each member must be "able" to receive mail. After making these entries, and clicking Select, we are told that there are 221 entries that met the requirements.

Select Membership

Database
Shooter Database: jw:\ezShoot\DEBUG\Data\ClubInfo.IB

Selection Criteria

Basic Criteria
State:
Beginning Year: 2006
Current Year: 2008

Sort by
☒ Name
☐ State
☐ Zip

Type of List
☒ Mailing Labels
☐ Phone Listing
☐ Landscape
☐ EMail List
☐ Fax List

Optional Codings
☐ Trap League
☒ Turkey Shoots
☐ Annie Oakley

Results of Selection: 6

Buttons: Select, Clear, Export, Preview, Print, Close

If we require that the Optional Coding value for "Turkey Shoots" has been checked, and then Select... we get only 6 entries! To actually produce the report, use the Print or Preview buttons.

12.1.2 Club Membership Reports & Labels

The "Mailing Labels" selection in the previous section produces the report below. All address labels are printed on standard "Return Address Labels" which are three columns of ten labels.

AREBAIOS ERNIE
260 RANCH CT.
MONTROSE, CO 81401

Bailey Whit
24747 Dave Wood Rd
Montrose, CO 81401

Bouma LeAnn
18357 B Rd
Delta, CO 81416

ARKINS JOHN
12777 B 75 RD
DELTA, CO 81416

Baker Josh R.
PO Box 401
De Beque, CO 81630

Boyd Jimmie
11002 2100 Road
Austin, CO 81416

Akiyama Duane
8810 W 80th Drive
Arvada, CO 80005

Barrett Paul
2515 GLEN VIEW DR.
Montrose, CO 81401

Brand Rolen
3175
Delta, CO 81416

Alfano Wayne
627 Willow Dr
Hotchkiss, CO 81419

Bob Bartlett
1580 H 25 Rd
Delta, CO 81416

5800850

A Phone List and/or Landscape Phone List will show each Selected entry along with address, phone numbers, etc. Landscape will also show email addresses. There is some limited color coding of these reports:

Phone List for Delta Trap Club, Inc.						
D #	Member Name	Address	City, ST Zip	Phone	Work / Cell	Fax
287	AREBAOS ERNIE	260 RANCH CT.	MONTROSE, CO 81401	240-9894		
396	ARKINS JOHN	12777 B 75 RD	DELTA, CO 81416	970.874-0621	970.640.9859	
312	Akiyama Duane	8810 W 80th Drive	Arvada, CO 80005	303.421.1062	303.246.5451	
436	Alfano Wayne	627 Willow Dr	Hotchkiss, CO 81419	970.872.6212		
411	Allison Carol	PO Box 581	Delta, CO 81416	970.874.7451	970.	
313	Alonzo Tony	455 3840 Rd	Crawford, CO 81410	970.921.5880		
465	Andasola, Exekiel (Andy)	1060 Pioneer Road	Delta, CO 81416	874-7173		
2	Andrews Bart	470 SE Old Goat Trail	Cedaredge, CO 81413	970.856		
421	Attwood Wes	P.O. Box 304	Crawford, CO 81415			
281	BUTZIN JOEL	3923 1940 RD	DELTA, CO 81416			
451	Bailey Whit	24747 Dave Wood Rd	Montrose, CO 81401			
448	Baker Josh R.	PO Box 401	De Beque, CO 81630			
315	Barrett Paul	2515 GLENVIEW DR.	Montros			
18	Bartlett Robert C.	1580 H25 Rd				
2	B...	P.O. Box 312				

Names shown in Red are members that have not paid their dues for the "Current Fiscal Year." Those in Blue are two years in arrears. Green indicates three years or more, and Fuchsia is used to indicate that the value specified is invalid! The report has a summary of head counts.

12.1.3 Club Membership Email and Fax

Email and Fax lists don't produce actual reports... These two options will alter the Print button to be "Export." Really, ezShoot will then export the selected list to a Comma Separated Values file of Membership Emails.csv or Membership Faxes.csv. When you select the "Email List" option, remember to perform the Select again... This will then require that any entries MUST have an email address specified to be selected.

To use this Email List file, please refer to **Tools -> Distribution List Tools** on the ezShoot Main Control Form. There, you may create a message and have it emailed to each of the club members. As the price of postage keeps going up and more members begin using email, this will soon prove to be very useful.

At this time, the Fax List file is not used... We will be working on it!

12.2 Local ATA Shooters

To keep track of ATA shooters that have been to your club, a database ...\\Data\\Local\\ATAShooters.IB is used. At the end of each shoot, any changes or additions necessary should be merged into this

database. From this table, labels may be printed for all shooters that have been to the club; and with proper settings can reduce the number of labels printed and wasted.

Sometimes this table needs to be altered, e.g. someone passes away, or requests to be included in your next mailing. To alter this table, use the **Edit -> Local ATA Shooters** menu item.

ATA ID	CSTA ID	Name	Address	City	State	Zip
8002598		ABBOTT DWIGHT N	9875 PIUTE DR	SALIDA	CO	81201
8900428		ABEL DELTA L	4420 CLAY ST	DENVER	CO	80211
8205491		ABEL DICK C	1317 AVON	MONTROSE	CO	81401
8900427		ABEL JESSE F	4420 CLAY	DENVER	CO	80211
9204617		ACHATZ DALE E	1208 DENVER AVE	ALAMOSA	CO	81101
410675	0410	ACKERMAN MATT S	7784 WCR #72	WINDSOR	CO	80550
511033	0871	ACKERMAN MIKE	7784 WELD CO RD 72	WINDSOR	CO	80550
9305775		ACKLIN WILLIAM T	BOX 81	MILFORD	UT	84751
8704101	412	ADAMIC HENRY J	2085 CEDAR	CANON CITY	CO	81212
9101249		ADAMS BARBARA L	4665 W 6TH AVE #20	DENVER	CO	80204
7904041		ADAMS BRIAN	3125 SINTON RD #333	COLORADO SPR	CO	80907
9903747	NM	ADAMS JERRY A	2860 SOUTH SIDE RIVER RD	FARMINGTON	NM	87401
900530		ADAMS LEO	14699 E HAMPTON AVE	AURORA	CO	80014
9904709	UT	ADAMS SCOTT E	1320 N MAIN ST	MAPLETON	UT	84664
7800070		ADAMS STAN	242 COUNTRY ROAD 137	RUSH	CO	80833
5200590		ADAMSON KENNETH M	577 E 2ND NORTH	PLEASANT GRO	UT	84062

This form is almost exactly like the Club Membership described in the preceding section. Of course the types of information are the same, but there are several very important extras. The Find button will present the following form:

You may enter a Shooter ID (i.e. ATA number) and click OK. If you begin entering a shooter's name, the form will be as shown here. As you narrow down the list, you may use the Up Arrow and/or Down Arrow Keys to highlight the person of interest. If the OK button is visible, you may use the mouse to click it, or use the Enter Key to choose the highlighted shooter.

Again, the Report button, will take you to the form necessary to Select a list of shooter for the mailing.

12.2.1 Select Local ATA Shooters for Reports

Before actually printing mailing labels, you need to Select the list of shooters meeting any criteria you need. On this form, the Attendance Dates section is the most important criteria for most club mailings before holding an ATA Registered Shoot.

At the end of a shoot, you will use "Merge Shoot to DB" to update the Local ATA Shooters database. At that time, you will specify one of four "categories" of shoots. In this case, the club holds One Day, and Two Day shoots. It also hold a major shoot during Labor Day weekend, and has been hosting the Colorado State shoot for several years. When merging the shoot into the database, ezShoot will keep track of the last time a shooter attended the club in each of the four categories.

Here, we have selected to see ALL of the shooters:

1. That have attended a one day shoot since 5/1/2008.
2. The shooter must also be from Colorado **or** Wyoming. By changing the radio button to "Not in List", this selection would be for all shooters in the database NOT from CO or WY!
3. Wants mail from us. In other words the "No Mail Field" has been left blank!

Use the Print button to print the 30 address labels. These labels were specified to be in alphabetical order; If you need Postal Code order for bulk mailing, remember to change the Sort by radio box.

As clubs get more email addresses, it will be possible to reduce the cost of mailings. To do this, we will first print labels to everyone without an email address. To do this, change the form shown above to "Exclude" any shooter with an "Email" address; click Select; and then Print. After printing these labels, we will then change the criteria to "Require Email" (which will turn off the Exclude Email) and click the Select button again... Then, by Exporting the list to "Local ATA Shooters.csv" you may email a copy of the program to these shooters. See the Distribution Tools section for email details.

12.2.2 Local ATA Shooter Reports & Labels

The Local ATA Shooters selection will **ONLY** print the standard return address labels. There are no other reports available at this time.

AREBAIOS ERNIE
260 RANCH CT.
MONTROSE, CO 81401

Bailey Whit
24747 Dave Wood Rd
Montrose, CO 81401

Bouma LeAnn
18357 B Rd
Delta, CO 81416

ARKINS JOHN
12777 B 75 RD
DELTA, CO 81416

Baker Josh R.
PO Box 401
De Beque, CO 81630

Boyd Jimmie
11002 2100 Road
Austin, CO 81601

Akiyama Duane
8810 W 80th Drive
Arvada, CO 80005

Barrett Paul
2515 GLEN VIEW DR.
Montrose, CO 81401

Brand Reta
3175
Canon

Alfano Wayne
627 Willow Dr
Hotchkiss, CO 81419

Bob Bartlett
1580 H 25 Rd
Delta, CO 81416

5800850

12.2.3 Local ATA Shooter EMail and Fax

Email and Fax lists don't produce actual reports... These two options will alter the Print button to be "Export" and ezShoot will then export the selected list to a Comma Separated Values file of Local ATA Shooters EMail.csv or Local ATA Shooters Faxes.csv. When you select the "Require Email" option, remember to perform the Select again... Then ezShoot will require the entries to have an email address specified to be selected.

12.3 ATA Membership

Use the menu selection of **Edit -> ATA Shooters** found on the main ezShoot Control Panel. This table currently has 144,000 entries... so be patient... it will take a few minutes depending on the speed of your machine, disk drives, and the amount of memory your computer has.

Edit ATA Shooters Form

ATA ID	Name	Address	City	State	Zip	Country	Status	Paid Dues	HANDICAP
513428	A YIANNIS	12 PRESIDENTIAL CR	BEVERLY	MA	01915	US	3	P	22
9305800	AAFEDT JEFFREY A	2303 CENTENNIAL ROSE DR	FARGO	ND	58104	US	3		20
3900342	AAFEDT ROY	PO BOX 7155	FARGO	ND	58109	US	3		20
3900040	AAKRANN MRS M	122 SO MAIN APT 21	MINOT	ND	58701	US	1	P	19
9704408	AALDERKS KENT E	11820 LARABEE CR	ALBERTVILLE	MN	55301	US	3		20
9704419	AALDERKS KEVIN J	11820 LARABEE CR	ALBERTVILLE	MN	55301	US	3		20
9204777	AAMODT ANDY	320 JUDGE DR	SAUKVILLE	WI	53080	US	3		20
9204776	AAMODT DAVE	320 JUDGE DR	SAUKVILLE	WI	53080	US	3		20
9504292	AAMODT DENNIS	320 JUDGE DR	SAUKVILLE	WI	53080	US	3		20
8905358	AAMODT DENNIS G	320 JUDGE DR	SAUKVILLE	WI	53080	US	3		20
2800560	AANENSON VERNON	6401 INTERLACHEN	MINNEAPOLIS	MN	55436	US	1	P	26
9905603	AARHUS CHRIS H	BOX 245	SHERWOOD	ND	58782	US	3		20
8106920	AARHUS OLE G	208 1ST AVE E	SHERWOOD	ND	58782	US	3		20
9603700	AARON BART R	351 W 310 N	OREM	UT	84057	US	3		22.5
512604	AARON EDWIN P	749 STREET RD	COCHRANVILLE	PA	19330	US	3	P	20
9405535	AARON HEATHER L	PO BOX 1045	ROLLA	MO	65401	US	3		19
8800780	AARON JAMES A	7814 SCRUB OAK CT	HUDSON	FL	33567	US	1	P	20.5
111169	AARON JOSEPH C	15520 W MAPLE	GODDARD	KS	67052	US	3	P	20
514321	AARON LARRY E	PO BOX 162	PHIL CAMPBELL	AL	35581	US	3	P	20
111150	AARON LYNN R	15520 W MAPLE	GODDARD	KS	67052	US	3	P	23.5
9400524	AARON PAUL	520 WILMONT	CHILLICOTHE	IL	61523	US	3		20
9501841	AARON TODD R	127 RIDGEWAY DR	EXCELSIOR	MO	64024	US	3		20

Reports Find Member Edit Insert Delete Close

As usual, you may find and edit any shooter in the table...

Edit One ATA Shooter Form

Master ATA Shooter Information

ATA ID: 907396
 Name: PUBLIC JOHN Q
 Address: 555 1ST ST
 City, ST Zip: SOMEWHERE CO 80232 US
 Phone:
 EMail:
 Fax #:
 Tax ID:
 Birthday:
 No Mail: ☐

Date of Master File: 3/18/2008

Handicap: 27 Dues Paid: P ATA Status: 3

	Hit	Shot @	2008 %	Hit	Shot @	2007 %	Hit	Shot @	2006 %	Lifetime
Singles	832	850	97.88%	2815	2900	97.07%	2236	2300	97.22%	86300
Handicap	2202	2350	93.70%	5030	5350	94.02%	4173	4400	94.84%	116950
Doubles	768	800	96.00%	2732	2800	97.57%	1974	2050	96.29%	27200

Details Cancel Close

The ATA uses ONLY uppercase characters, and NO punctuation! The No Mail Field works as described in the section Local ATA Shooters. Notice that the Date of Master File shows the update Date as downloaded from the ATA. It is getting better, but this data can be as much as eight weeks old. If you need to see the details (i.e. every reported score) for this shooter they will be show as below:

12.3.1 Select ATA Shooters for Reports

Before printing address labels, or exporting email lists, you have to Select the list of shooters desired.

Select Shooters from ATA's Master Table

Selection Criteria
Shooter Database:

Target Requirements
Singles:
Handicap:
Doubles:
☒ 2008 Targets
☐ 2007 Targets
☐ 2006 Targets

Require
☒ Can Mail
☐ Email
☐ Fax

Other Criteria
State:
☒ In State List
☐ Not in List
☐ Dues Paid

Exclude
☐ EMail
☐ Fax
☒ Duplicate Addresses

Sort by
☐ ID Number
☐ Name
☐ State
☒ Postal Code

Results: **1176**

Buttons: Select, Clear, Export, Preview, Print, Close

This example selects 473 shooters from the table which contains 140,000...

1. The 2008 Targets checkbox indicates that we are requiring the shooters to have registered some targets in any of the three event types in the current year.
2. Requires that the shooter can get mail.
3. Has an ATA address from the States of Colorado or Wyoming. The State may not be specified as a comma separated list of State abbreviations, and then each shooter will be forced to be from a State in (or not in) the list!
4. Has paid the current year (2008) dues to the ATA.
5. Attempts to remove any duplicate mailing addresses.
6. Sorts the list using postal code, which will allow using bulk mail.

If you specify a specific target requirement for the Singles Field (e.g. 1500), then the shooters would be required to have registered at least 1500 Singles in 2008.

Clicking the Print button will generate a set of 2-5/8" x 1" labels suitable for mailings. The Export button will create a CSV file suitable for use with the Distribution List Tools for emailing, or to send to bulk mailing firms.

12.3.2 ATA Master Shooter Labels

For the ATA Shooters database, ezShoot will ONLY print address labels:

AREBAIOS ERNIE
260 RANCH CT.
MONTROSE, CO 81401

Bailey Whit
24747 Dave Wood Rd
Montrose, CO 81401

Bouma LeAnn
18357 B Rd
Delta, CO 81416

ARKINS JOHN
12777 B 75 RD
DELTA, CO 81416

Baker Josh R.
PO Box 401
De Beque, CO 81630

Boyd Jimmie
11002 2100 Road
Austin, CO 8

Akiyama Duane
8810 W 80th Drive
Arvada, CO 80005

Barrett Paul
2515 GLEN VIEW DR.
Montrose, CO 81401

Brand Reta
3175
Crest

Alfano Wayne
627 Willow Dr
Hotchkiss, CO 81419

Bob Bartlett
1580 H 25 Rd
Delta, CO 81416

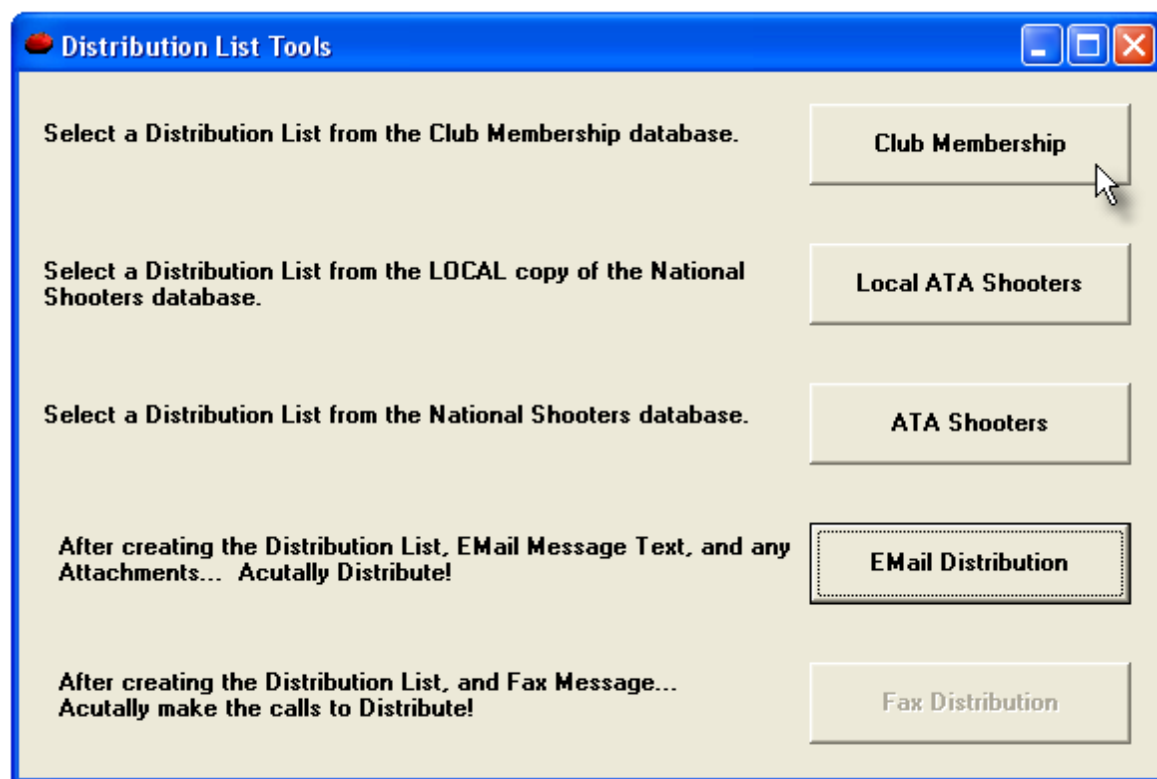
5800850

12.3.3 EMail and Fax

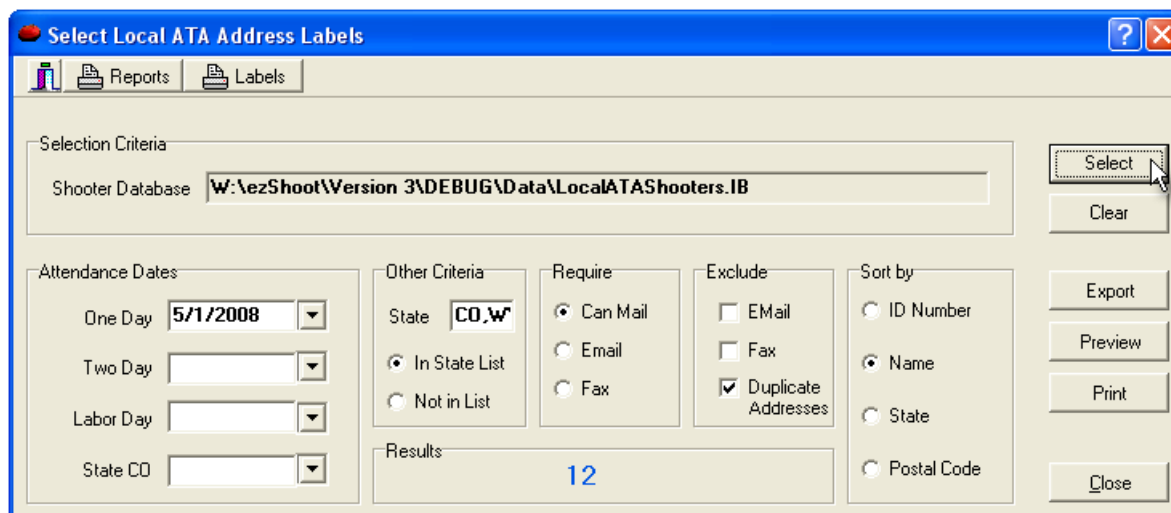
Email and Fax lists don't produce actual reports... These two options will alter the Print button to be "Export" and ezShoot will then export the selected list to a Comma Separated Values file of ATA Shooters EMail.csv or ATA Shooters Faxes.csv. When you select the "Require Email" option, remember to perform the Select again... This will require that entries MUST have an email address specified to be selected.

13 Distribution List Tools

Many times all you need to do is get some labels printed, e.g. before mailing out a shoot invitation flyer. Since you don't need to edit any of the shooters in the Local ATA Shooter, and just get to the Selection and Printing of labels, use the **Tools -> Distribution List Tools** menu item.



The Club Membership, Local ATA Shooters, and ATA Shooters Buttons will present the very same "selection" forms as presented in the chapter Shooter and Membership Tables. Once a selection has been made, use the Print Button to actually produce the report or labels.



Here we have again selected all shooters from Colorado who've attended a one day shoot at our club. We have required that each shooter in the list "can" receive mail from us. Printing this list of 30 shooters will generate the labels...

13.1 EMail Distribution

Now, for the latest addition to ezShoot... the ability to use the information in the Local ATA Shooters table to reduce the cost of mailings. If we were to select "Require Email," then we could Export the list of names and email address to a Comma Separated Values (csv) file. This file can then be used with

the form below to do a mass email to each of the shooters. Although the example below is from a different database, you can see that the CSV file was specified as the Blind Carbon Copy list. In this example, the email to be sent has NO text, but has a PDF attachment.

Email Files To Distribution List

Sender Information

From: Organization:
Reply To:

Distribution List Information

To:
To CC:
To BCC:

Message Information

Subject:
Message:
Attach:
Attach:

SMTP Information

Server:
Port: Timeout:
User Name:
Password:

Of course, you will need an internet connection to perform this step. On pressing Send, ezShoot will break the list into smaller groups and perform all the necessary sending of the information. The size of the groups is currently set a 50. This should keep the mail servers around the world from going nuts thinking we're sending out spam.

14 Install ezShoot

The first time installation of ezShoot requires two separate installations. First is the Database Management System, followed by the installation of ezShoot itself.

Embarcadero Technologies, Inc. is the new owner of the InterBase DMBS. The developer support section (currently named CodeGear) is responsible for its stability and sales. Both Desktop and Server

Editions are available, and the use of InterBase has proven to be very stable. The Desktop Edition can be used at a lower initial cost, but upgrading to a Network Edition is seamless.

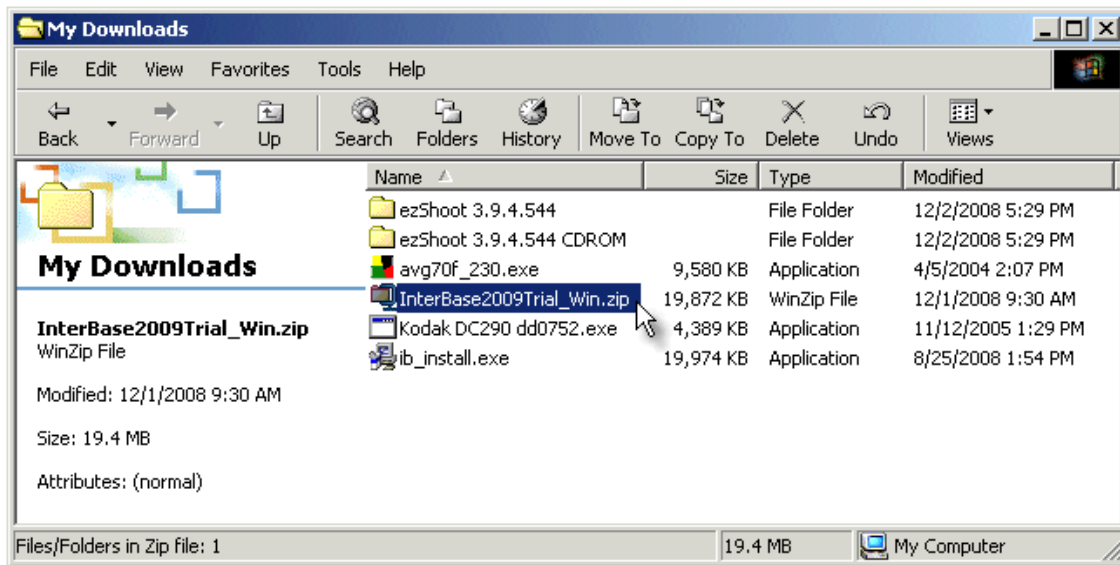
To see the different versions and their costs, please see www.codegear.com. Free trial downloads are also available for most versions of InterBase.

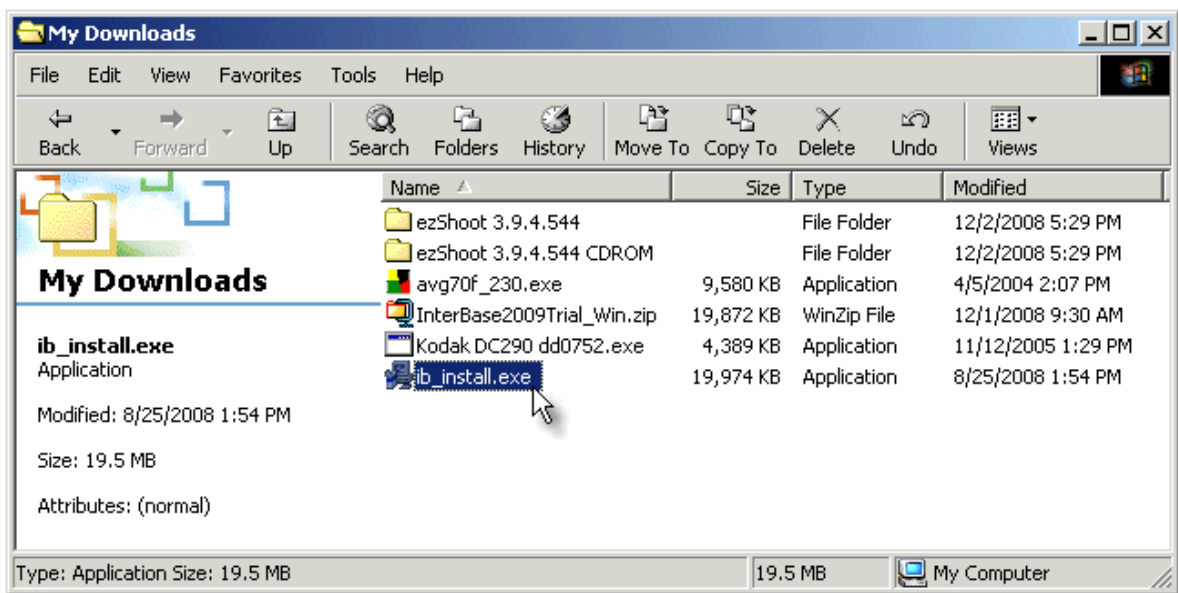
14.1 Installation of InterBase

For best results, we recommend that you take the following actions before installation:

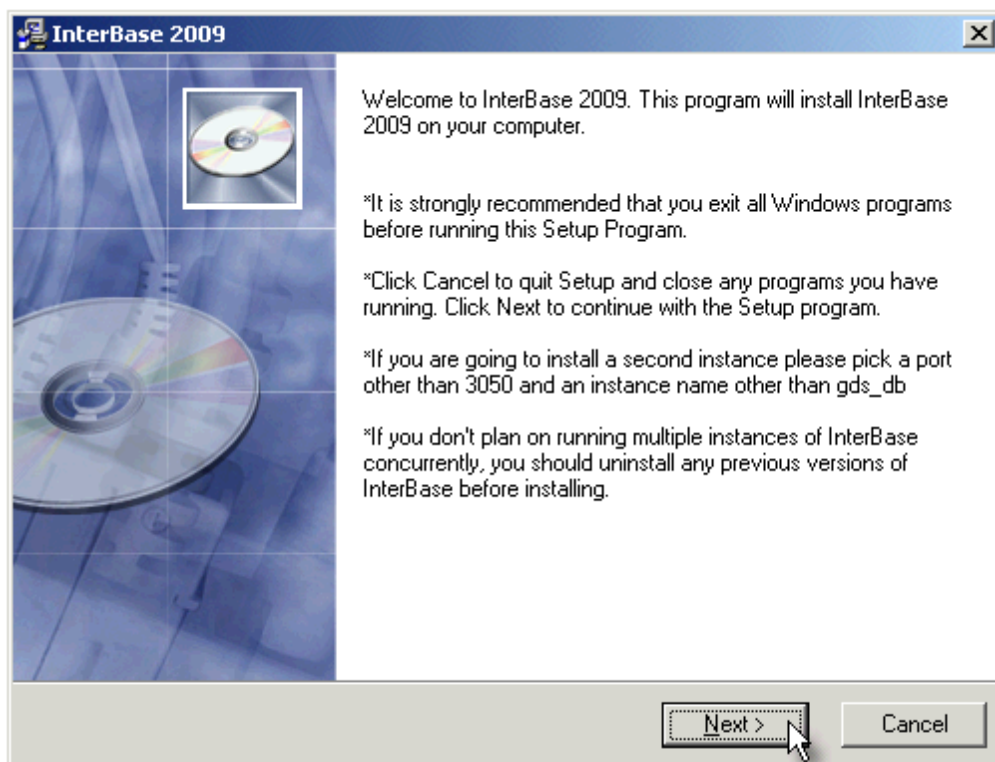
First make sure that the CodeGear InterBase Database Management System is properly installed.

1. Review any last minute setup tips at `d:\readme.txt`, where "d" represents the letter corresponding to your CD-ROM drive.
2. Run your antivirus program prior to installation.
3. Insert the compact disk supplied by CodeGear into your CD-ROM drive. Please be patient... CodeGear is using a Java based install program, and it can be extremely slow on startup, especially if Java has to be installed.
4. If you have downloaded a copy of InterBase from CodeGear, locate the downloaded compressed file:

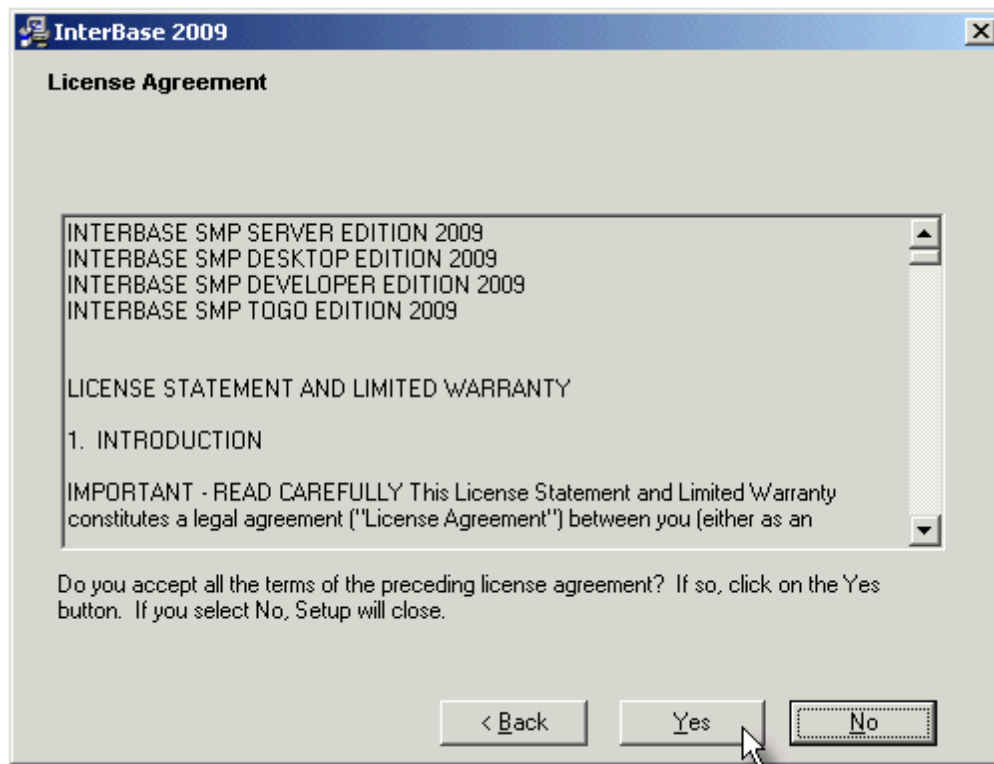




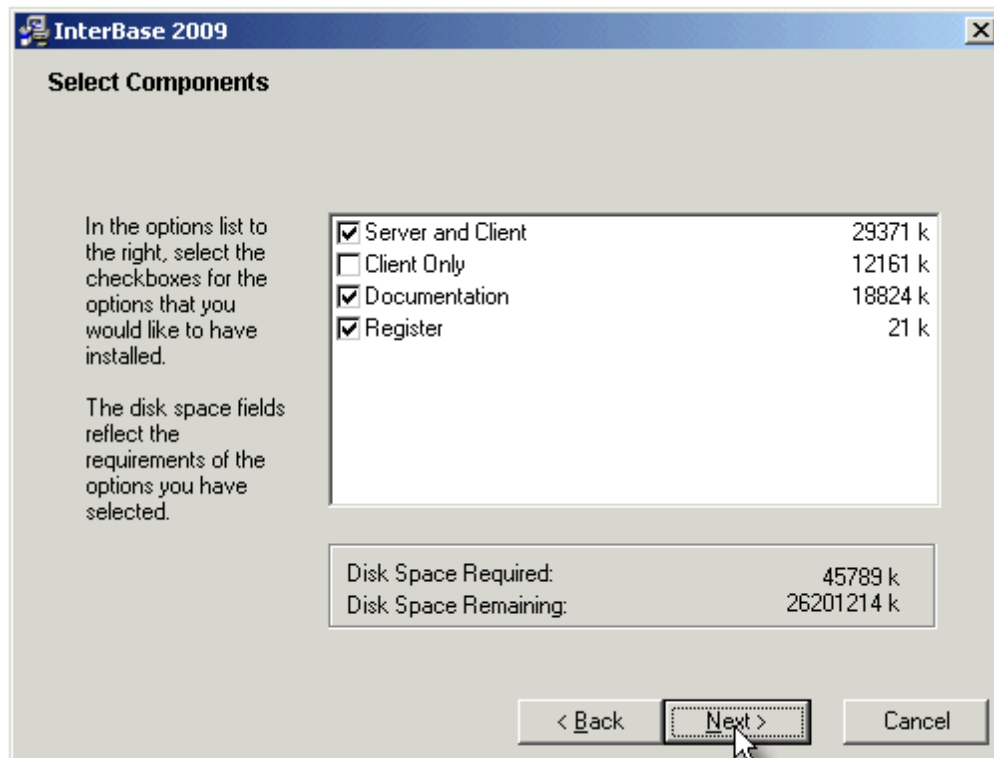
5. InterBase Install will display the following form:



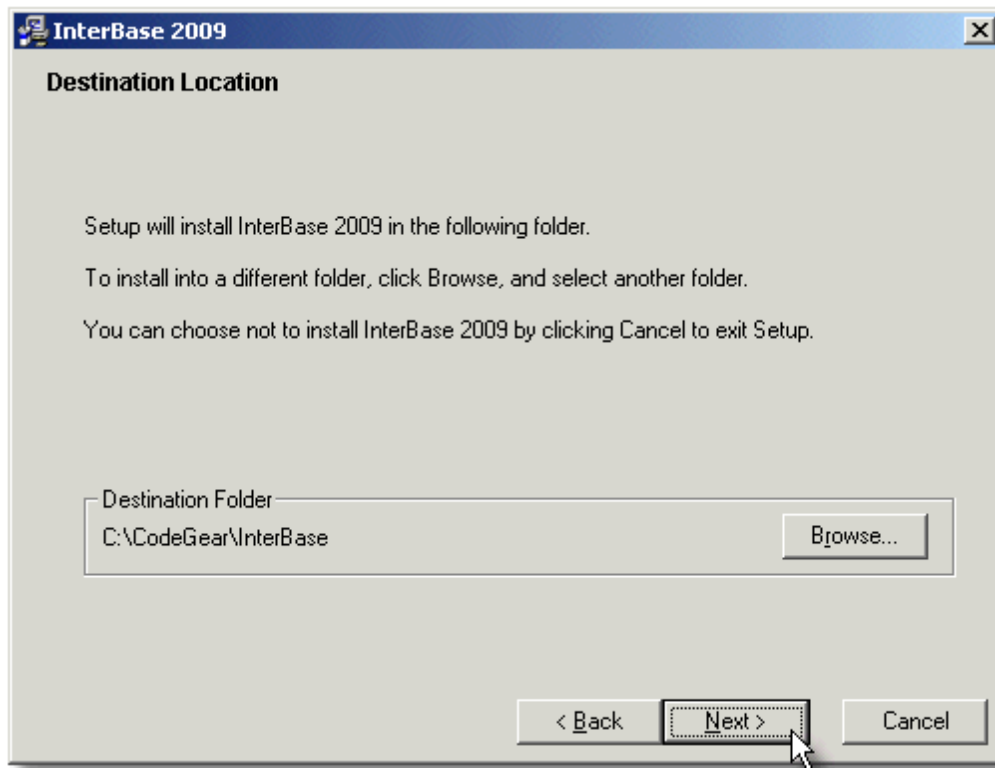
6. Choose the Next button...
Of course, there is the License Agreement.



7. Choose to install the InterBase Server and all Client Software along with the documentation. If this is a client computer, you will only need to install the InterBase Client!



8. The InterBase Setup assumes that the default location of the software should be on your C: drive. This location USED TO BE C:\Program Files\CodeGear\InterBase, but that had to change with the advent of Windows Vista. Long story short... the default location is fine!



9. CodeGear requires a registration before InterBase will run on your system... DO NOT attempt to start the InterBase Server or IBConsole prior to the registration being completed! The registration may be done automatically while online to the internet. If this is not possible, then choose one of the other registration options.

CodeGear Product Registration

InterBase 2009 Registration

Select one of the following:

☒ Register using Online Registration

Serial Number:

Registration Code:

CodeGear Developer Network Account Details:

Login name or Email:

Password:

[I need to create a CodeGear account.](#)

[I have a CodeGear account, but I've lost my password.](#)

[Trouble Connecting? Try Web Registration](#)

☐ I have received an activation file (*.slip or reg*.txt)

Specify the path to the license activation file, or use the browse button to locate it.

[Support](#) [Privacy Policy](#)

Progress:

Personally, we prefer to use the Web Registration option. This requires connecting to the web, supplying the necessary information, and then either downloading a text file or waiting for an email to arrive.

INSTRUCTIONS:

When prompted, save the file as **reg1120_timestamp.txt** into the following folder before starting the product:

Windows: [product install folder]\license (for example C:\Program Files\CodeGear\InterBase\license)

Unix, MAC OSX: [product install folder]\license (for example /opt/InterBase/license)

PLEASE NOTE: In case you do not have sufficient rights to save the activation file to this folder, follow these instructions:

1. Place the file reg1120_timestamp.txt into any other folder, for example My Documents.
2. If the Registration dialog is currently open, select the "I have received an activation file (*.slip or reg*.txt)" option, click Browse button (...) and navigate to the activation file.
3. Otherwise, launch the License Manager (from Start menu on Windows or InterBase/bin directory on Unix/MAC OSX) and select License | Import from the main menu. Navigate to your activation file and click Open button.

For CodeGear Customer Support visit <http://support.codegear.com>

For DatabaseGear Customer Support visit http://www.embarcadero.com/support/contact_support.html

Download or email the activation file

☒ Download

Note: If the following email address is not accurate, then your Developer Network account needs to be updated. [Update Account](#).

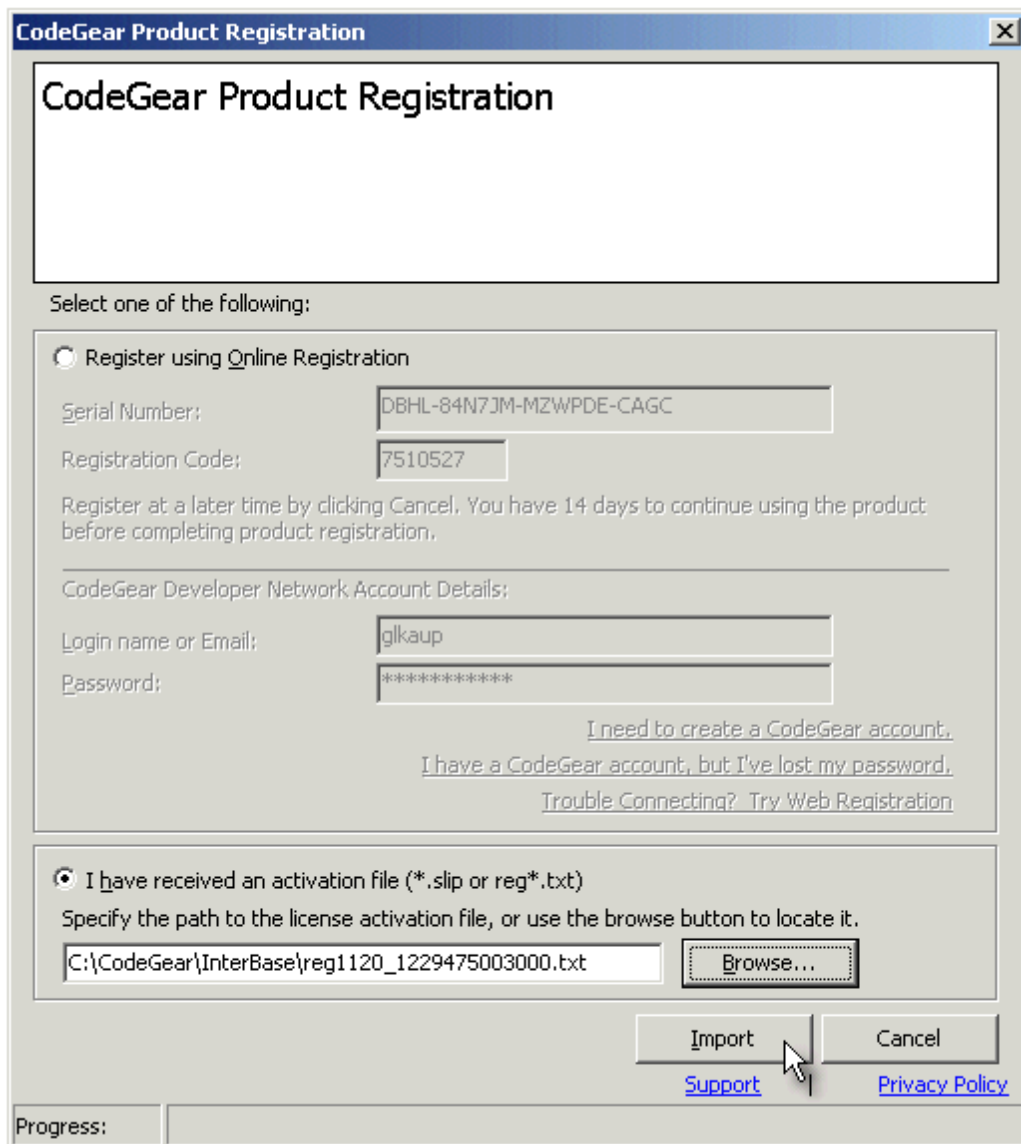
☐ or Email Address:

Register

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[Contact Us](#) | [Legal Notices](#) | [Privacy Policy](#) | [Report Software Piracy](#)

With either of these files, then choosing the "I have received an activation file" can be selected and the Import button comes to life!



CodeGear Product Registration

Select one of the following:

☐ Register using Online Registration

Serial Number: DBHL-84N7JM-MZWPDE-CAGC

Registration Code: 7510527

Register at a later time by clicking Cancel. You have 14 days to continue using the product before completing product registration.

CodeGear Developer Network Account Details:

Login name or Email: glkaup

Password: *****

[I need to create a CodeGear account.](#)
[I have a CodeGear account, but I've lost my password.](#)
[Trouble Connecting? Try Web Registration](#)

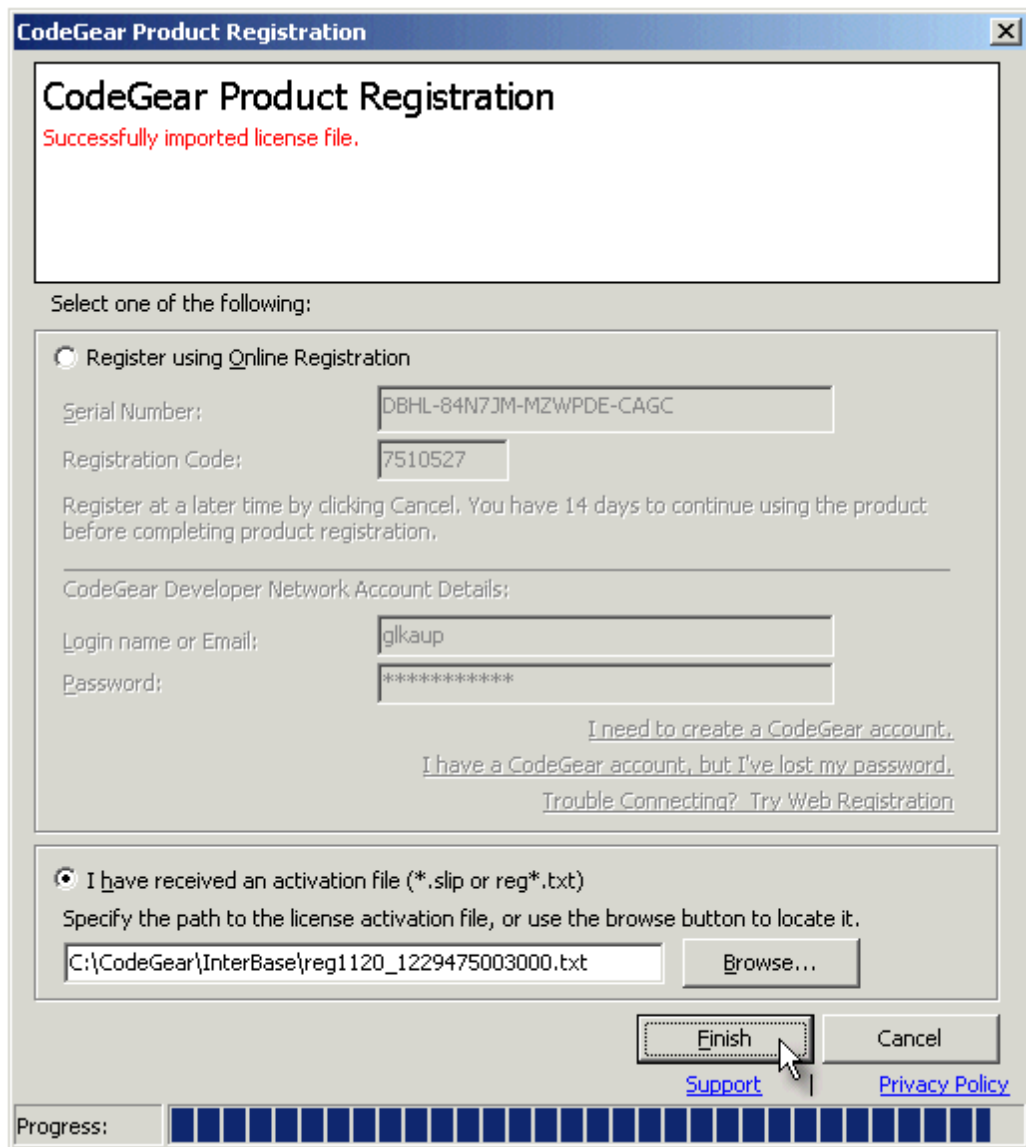
☒ I have received an activation file (*.slip or reg*.txt)

Specify the path to the license activation file, or use the browse button to locate it.

C:\CodeGear\InterBase\reg1120_1229475003000.txt

[Support](#) [Privacy Policy](#)

Progress:



The image shows a 'CodeGear Product Registration' dialog box. At the top, it says 'CodeGear Product Registration' and 'Successfully imported license file.' Below this, it asks to 'Select one of the following:'. There are two radio buttons. The first is 'Register using Online Registration', which is selected. It has fields for 'Serial Number' (DBHL-84N7JM-MZWPDE-CAGC) and 'Registration Code' (7510527). Below these fields, it says 'Register at a later time by clicking Cancel. You have 14 days to continue using the product before completing product registration.' There is a section for 'CodeGear Developer Network Account Details' with fields for 'Login name or Email' (glkaup) and 'Password' (*****). Below this, there are three links: 'I need to create a CodeGear account.', 'I have a CodeGear account, but I've lost my password.', and 'Trouble Connecting? Try Web Registration'. The second radio button is 'I have received an activation file (*.slip or reg*.txt)', which is also selected. It says 'Specify the path to the license activation file, or use the browse button to locate it.' There is a text field with the path 'C:\CodeGear\InterBase\reg1120_1229475003000.txt' and a 'Browse...' button. At the bottom right, there are 'Finish' and 'Cancel' buttons. Below the 'Finish' button, there are links for 'Support' and 'Privacy Policy'. At the bottom left, there is a 'Progress:' label and a progress bar with 20 segments, all of which are filled with blue.

CodeGear Product Registration

Successfully imported license file.

Select one of the following:

☐ Register using Online Registration

Serial Number: DBHL-84N7JM-MZWPDE-CAGC

Registration Code: 7510527

Register at a later time by clicking Cancel. You have 14 days to continue using the product before completing product registration.

CodeGear Developer Network Account Details:

Login name or Email: glkaup

Password: *****

[I need to create a CodeGear account.](#)

[I have a CodeGear account, but I've lost my password.](#)

[Trouble Connecting? Try Web Registration](#)

☒ I have received an activation file (*.slip or reg*.txt)

Specify the path to the license activation file, or use the browse button to locate it.

C:\CodeGear\InterBase\reg1120_1229475003000.txt

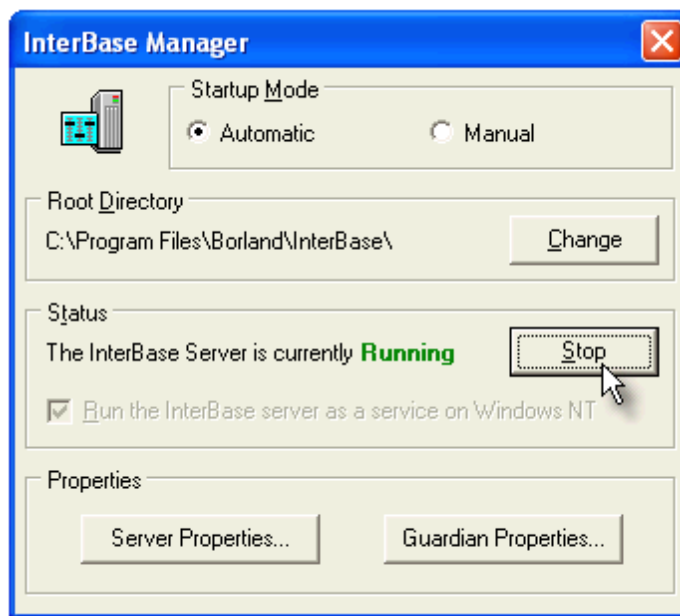
Browse...

Finish Cancel

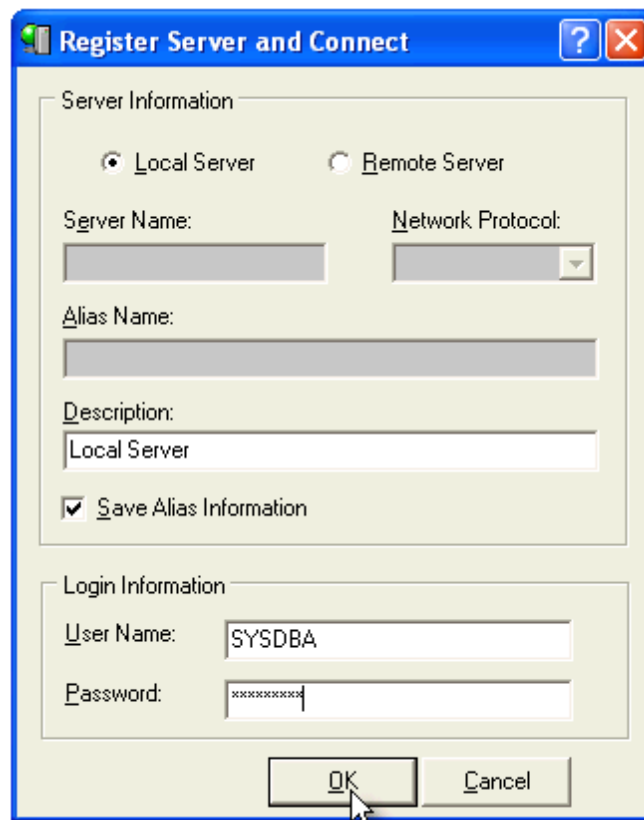
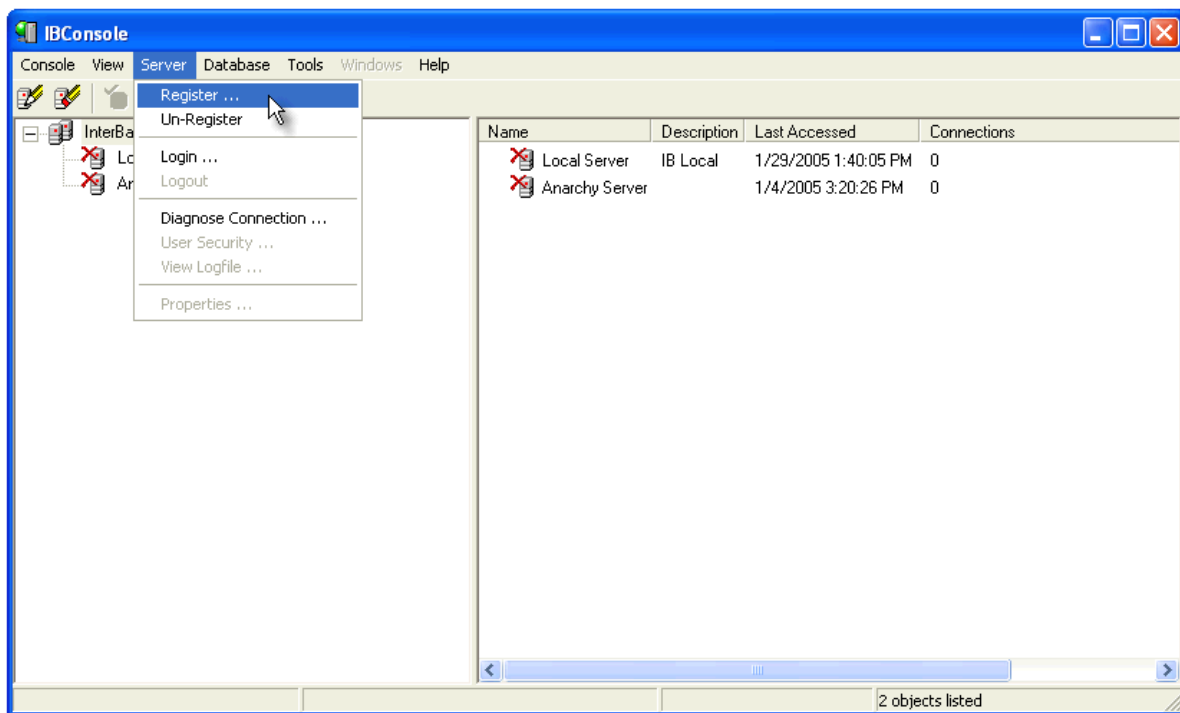
[Support](#) [Privacy Policy](#)

Progress: [Progress bar with 20 segments]

10. To make life easier in the future, we need to fix it so InterBase will automatically start whenever the system is booted. To do this, use the Start -> Programs -> InterBase -> InterBase Service Manager.



This procedure may no longer be necessary with InterBase 7.5... Once the registration and auto start of InterBase is completed run IBConsole to define your InterBase Server Name. Begin with the Start Menu and navigate to IBConsole (abbreviated Start -> Programs -> InterBase -> IBConsole). With the newer version of InterBase (version 7.5) the Local Server may already be defined. If so, you may skip ahead to step 11.



11. Please leave the User Name and Password at the defaults, which will be done if you leave them Blank. The actual defaults have been left as "SYSDBA" and "masterkey"

Ok, NOW we're ready to install ezShoot. InterBase will only need to be installed once for the primary computer. If this is a client machine, only the Client option is required.

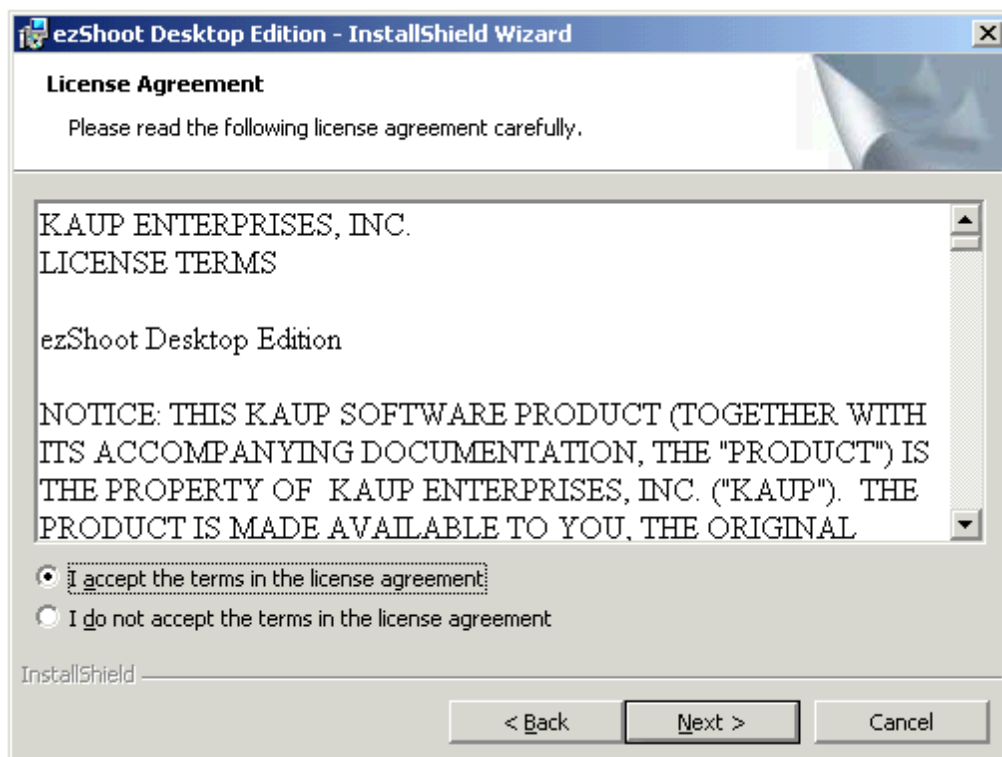
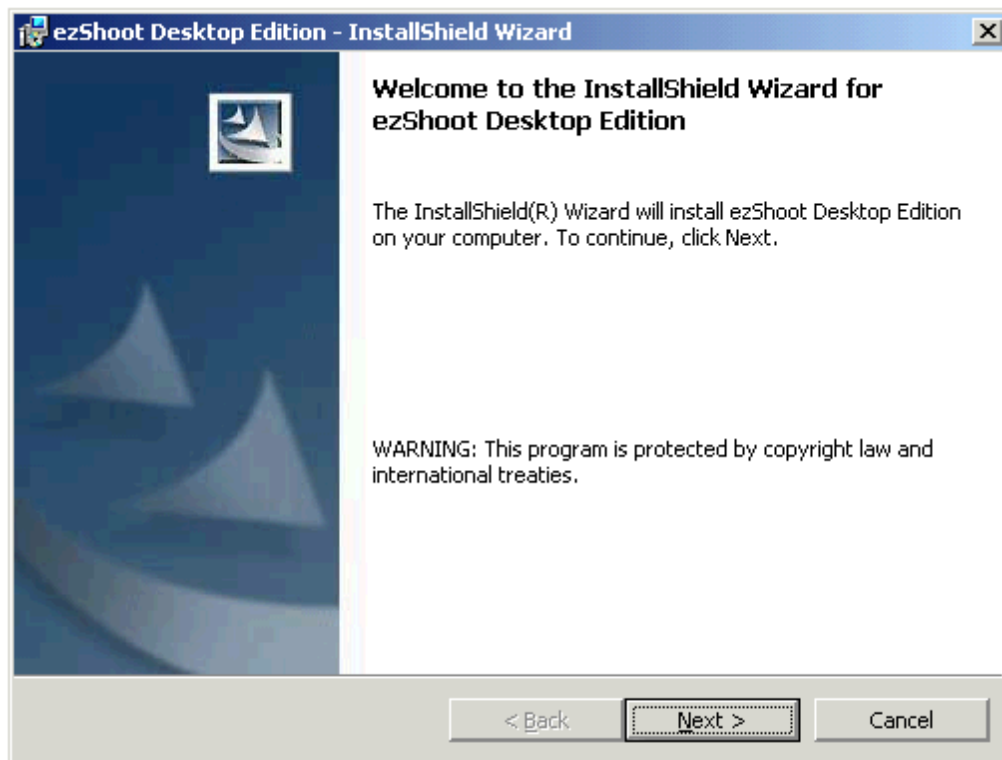
14.2 Installation of ezShoot

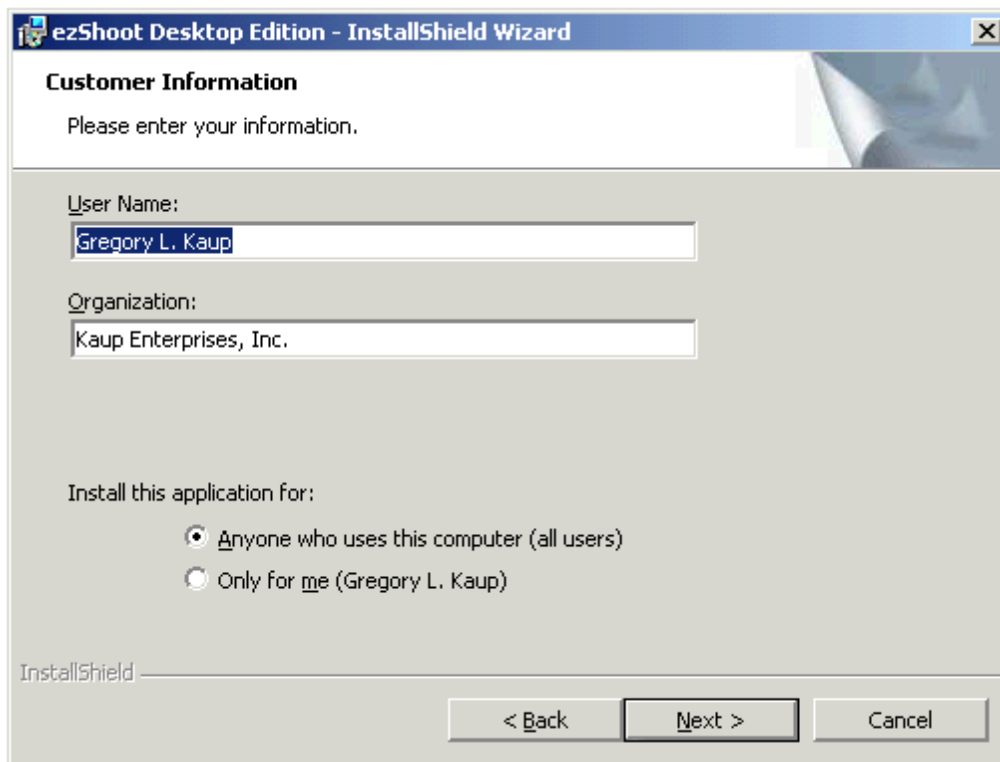
For best results, we recommend that you take the following actions before installation:

1. Complete the install of InterBase above before beginning this procedure on new systems.
2. Review any last minute setup tips at d:\readme.txt, where "d" represents the letter corresponding to your CD-ROM drive.
3. Run your antivirus program prior to installation.
4. ezShoot will attempt to upgrade to the current version... If there are any problems with the upgrade, ezShoot may require you to Uninstall ALL prior versions of ezShoot. The uninstall process will NOT remove your club's local settings.

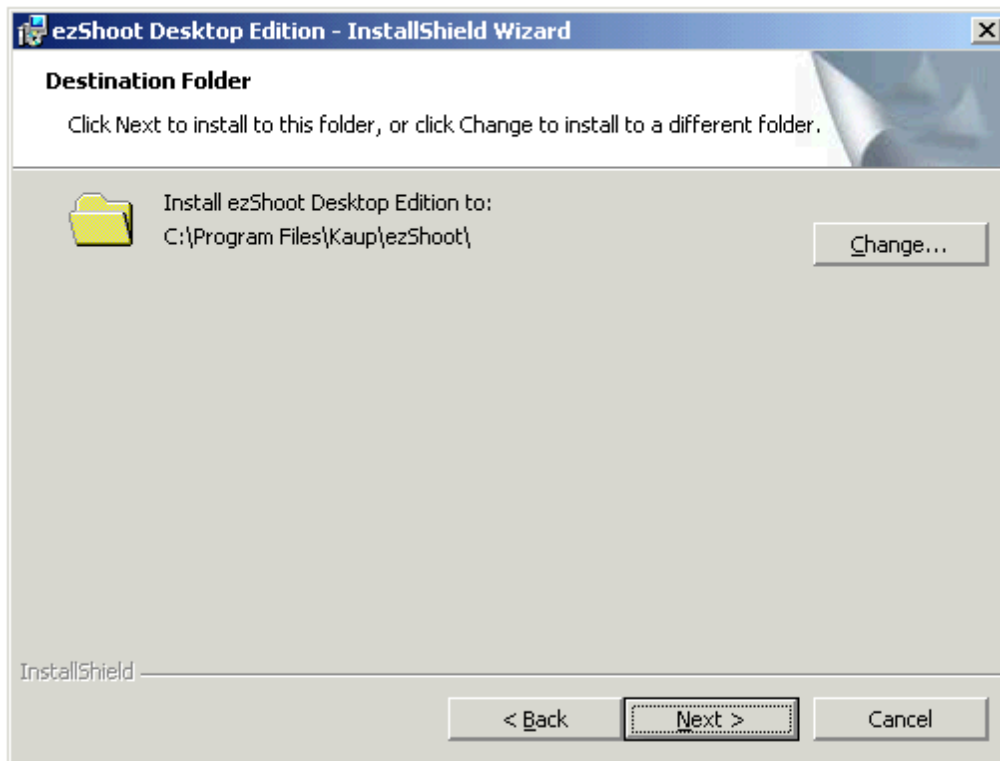
To set up ezShoot Desktop Edition:

1. Insert the compact disc into your CD-ROM drive.
2. The ezShoot Desktop Edition Auto Run prompt displays a graphic. Select an option to install the software. Or, if Auto Run isn't enabled on your system, click the Start button and choose the Run command. In the Run dialog box, type D:\SETUP.EXE, where "D" represents the drive letter of your CD-ROM drive. Then click the OK button. If you're not sure which drive letter your CD-ROM uses, open the Explorer and look for the CD-ROM icon.
3. Follow the instructions shown on your screen. A message is displayed when SETUP is complete.

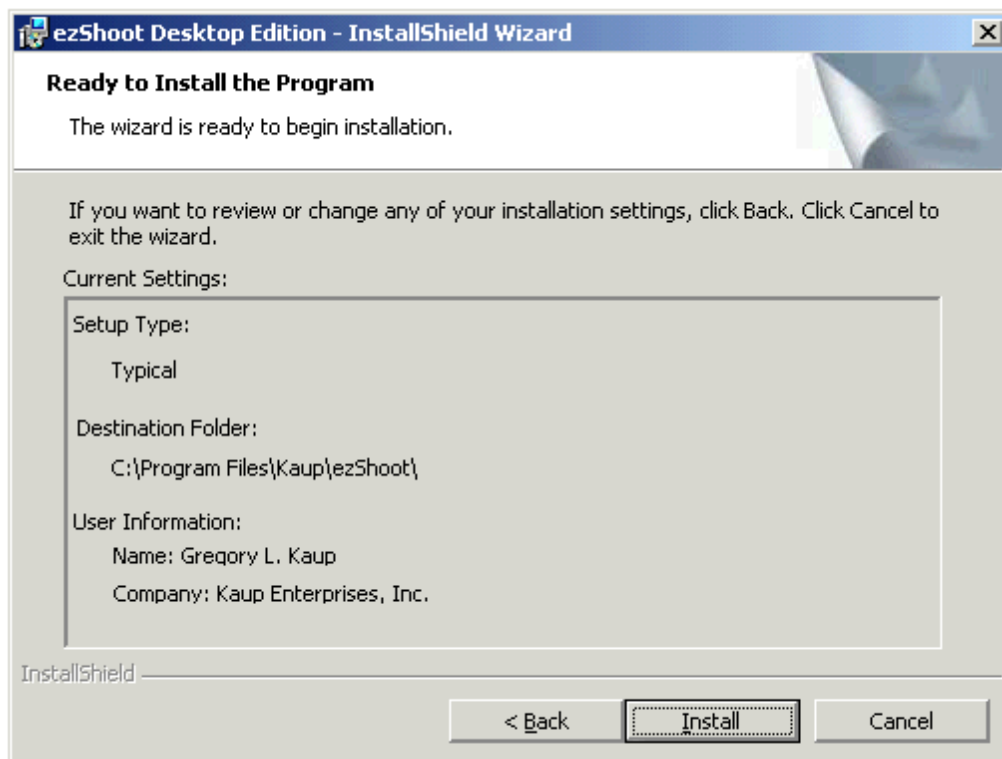
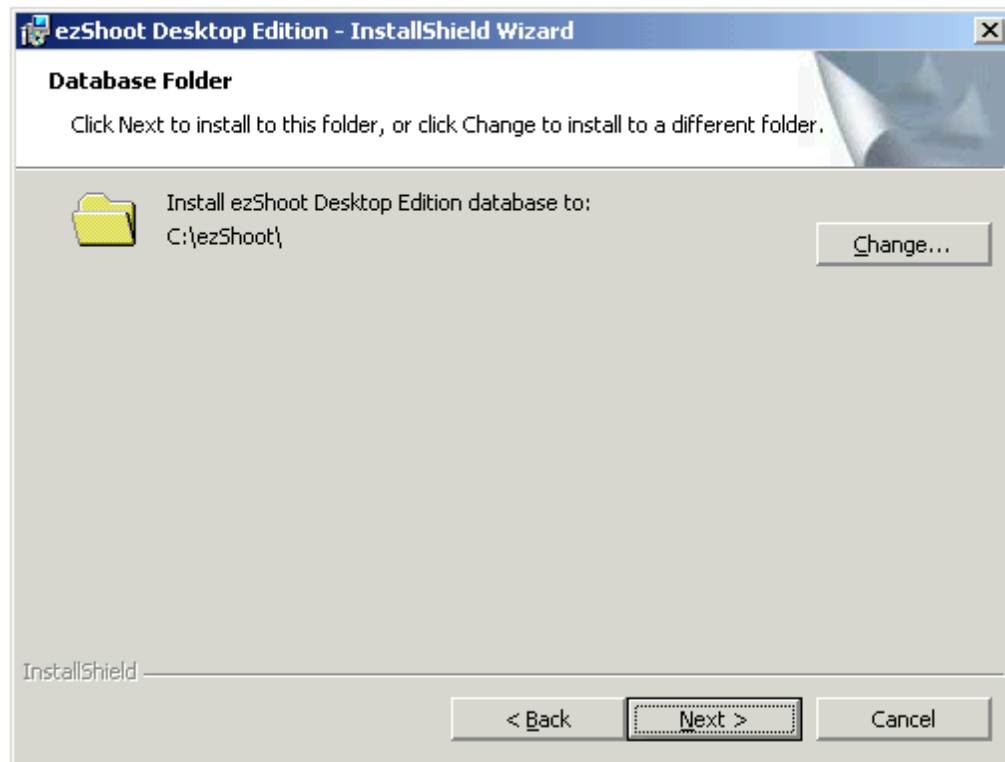




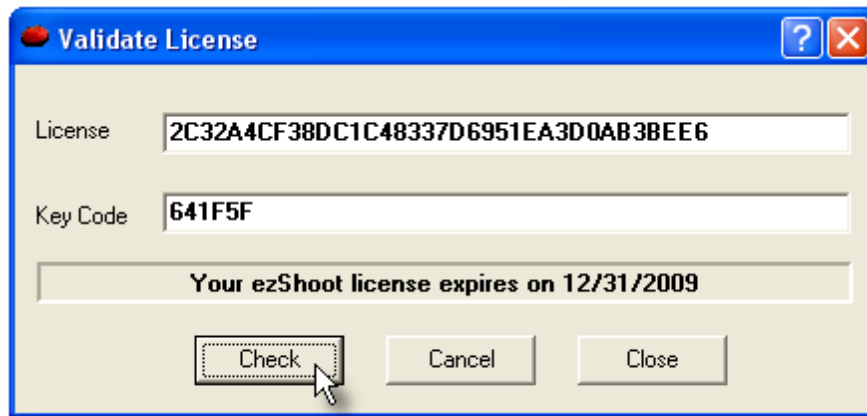
4. The default location for the ezShoot software package (Destination Folder) may be changed if you desire.



5. The default location of the Club's Databases may be changed. Some users will need to change the path to C:\ezShoot\Club Name (e.g. C:\ezShoot\Cortez). However, most users will be fine using the default.



6. After the installation is completed, it is very important that you start up ezShoot and:
 - If this is your first installation of ezShoot on the computer, remember to edit the Club ID on the ATA Organization page. The licensing require this value!
 - Validate the license code of the product. Go to the "File" menu and select "Validate License" (abbreviated as **File -> Validate License**), and enter the 40 character license, and six character Key Code supplied with your CD. Clicking Check will display the new ending date of the license and clicking Close will finish the validation process. Both of these entries are hexadecimal values (i.e. only zero through 9 and A through F).



7. A new license code will be supplied each year once the subscription fee has been received.

Thank you for using ezShoot!

14.3 Upgrade to ezShoot Network Edition

If your shoots grows large enough, or you are lucky enough to have several cashiers willing to enter data, conversion to the Server Edition is simple. ezShoot itself will not require any new software updates, just a change in the licensing. InterBase however, will require upgrading.

On the Server computer:

1. Stop the InterBase server **Service**.
2. Uninstall InterBase Desktop Server.
3. Install InterBase Server and register the license with CodeGear.
4. Using IBConsole, add the InterBase licenses for each network seat.
5. Change the ezShoot License and Key Codes to the new ezShoot Network Edition.

Then for each satellite computer:

1. Install the new InterBase Client Software.
2. Install ezShoot. It is very important that all the machines are running the same version of

ezShoot.

3. Tell ezShoot the name of the Server Machine on your network. This is done from the **Start Menu -> All Programs ->ezShoot -> ezControl**

Back at the Server computer:

1. Use ezControl to inform ezShoot of each machine **name** on the network, and what the ezShoot privileges allowed for each.

ezControl may only be run when no other ezShoot program is running... Each computer on the network will have to be told which machine is the Server, where the Root Database Folder is located on that Server, and the name of the Current Shoot

The screenshot shows the 'ezShoot Server Control' application window. The 'Server Locations' tab is active. It contains the following fields and controls:

- Local Host:** Text box containing 'anarchy'.
- DBMS Server Information:**
 - Server Name:** Text box containing 'anarchy', followed by a 'Browse' button.
 - Port:** Text box containing '3050'.
 - Database Root:** Text box containing 'W:\ezShoot\Version 3\Delta\'', followed by a 'Browse' button.
 - Current Shoot:** Text box containing 'Labor Day 2008', followed by a 'Browse' button.
 - Test Connection:** Button with a green up arrow icon.

The Test Connection button will verify that a connection to the InterBase server is valid. Each time one of the fields on this form is changed, the connections are tested to the InterBase Server, Root Folder, and Current Shoot. The green up arrows indicate that all is well.

In the network environment the various types of "Desks" must be declared as open or closed. For example, if a Classification Desk is declared Open, then no other desk is allowed to alter the Classification of a shooter (except of course the back office server). In the example below, only the Cashier's Desks are declared as Open, so any number of them may be connected to the server.

The screenshot shows the 'ezShoot Server Control' application window with the 'Desk Controls' tab active. It contains the following fields and controls:

- Server Name:** Text box containing 'anarchy'.
- Database Root:** Text box containing 'W:\ezShoot\Version 3\Delta\'
- Current Shoot:** Text box containing 'Labor Day 2008'.
- Desk Controls:**
 - PreSquad Desk:** Dropdown menu set to 'Closed'.
 - Classification Desk:** Dropdown menu set to 'Closed'.
 - Squadding Desk:** Dropdown menu set to 'Closed'.
 - Self Squadding:** Dropdown menu set to 'Closed'.
 - Cashier's Desk:** Dropdown menu set to 'Open'.
 - Signup Form:** Check box that is checked.

ezShoot needs to control what it will allow each computer on the network to do. So here we must specify the name of each machine, and its privileges. To add a machine, use a right mouse click and choose Insert. Deleting an entry is done using the right click and choosing Delete. By double clicking a grid cell, it will automatically change from True/False to False/True.

Server Locations Desk Controls Client Machine Privileges								
	ID	Name	PreSquad	Classify	Squad	Cashier	Office	ALL
1	1	anarchy	T	T	T	T	T	T
2	4	ezserver	T	T	T	T	T	T
3	3	spindle	T		T			
4	2	twisted				T		
5	5	warp				T		
6								
7								
8								
9								

15 Product Support

Send email to ezShoot Support or call us at 970-874-3082.

If possible, the question will be handled by email or phone. If however, the problem is more serious, we will schedule a remote control session for online support.

15.1 Getting Started with Remote Support

Once a time to begin the support session has been set, we will generate a Support Ticket. Using the online service iRemotePC, you will receive an email such as the one below:

An iRemotePC technician (glkaup@kaup.com) has requested your permission to access your computer for Remote Support.
We request you to please click on the following link to continue:

<https://www.iremotepc.com/iremotepcprimaryserver/startsession.aspx?ticketid=12052138>

Thank you,
iRemotePC Administrator
Exclusive Remote Support Service
Website: <https://www.iremotepcsupport.com/>

In this example, the Support Ticket ID is 12052138. When time is of the essence, we may give this Ticket ID to you via phone. This ID will be used to control the support session, and the session can begin in two ways:

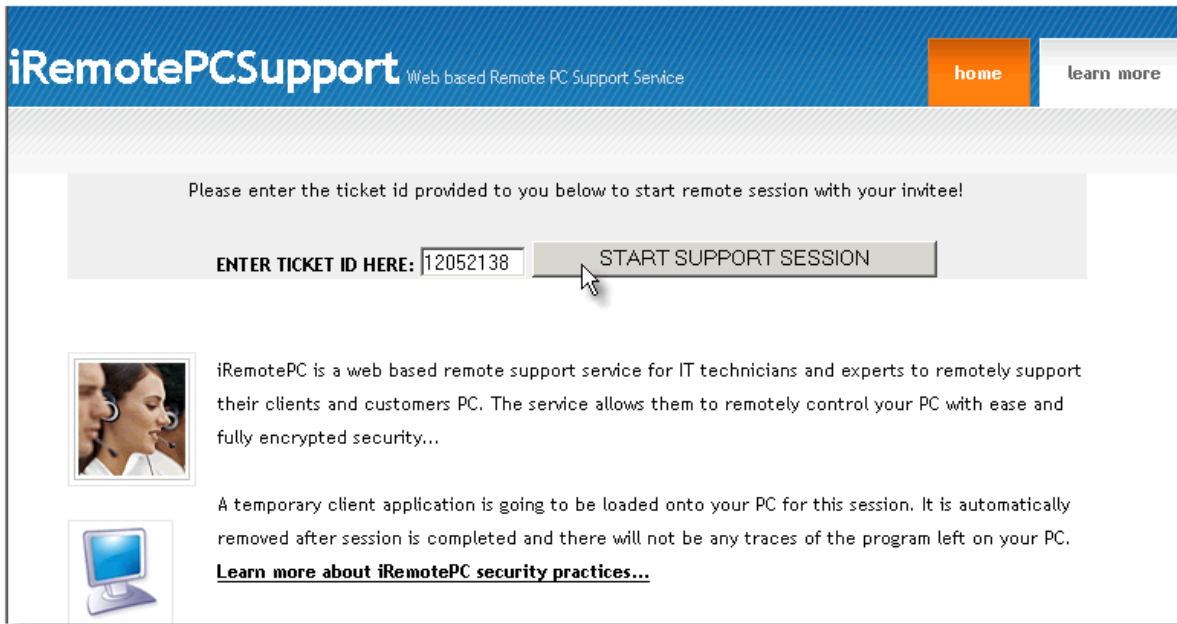
1. By going the secure website iRemotePC Support.
2. If your email reader will allow it, you may click on the very long URL: <https://www.iremotepc.com/iremotepcprimaryserver/startsession.aspx?ticketid=12052138> show above.

15.2 Starting the Support Session

You are in complete control of the support session...

- It **must** be initiated by you.
- It may be terminated by you at any time.
- Log files will be sent after the session is over.

It is very important that any firewall software you may be running is disabled. The remote session will still work, but many firewalls will keep popping up during the session. If you have received the Ticket ID by phone, you will need to open your browser and go to the iRemotePC Support web page <https://www.iremotepcsupport.com>.



iRemotePCSupport Web based Remote PC Support Service

home learn more

Please enter the ticket id provided to you below to start remote session with your invitee!

ENTER TICKET ID HERE: 12052138 START SUPPORT SESSION

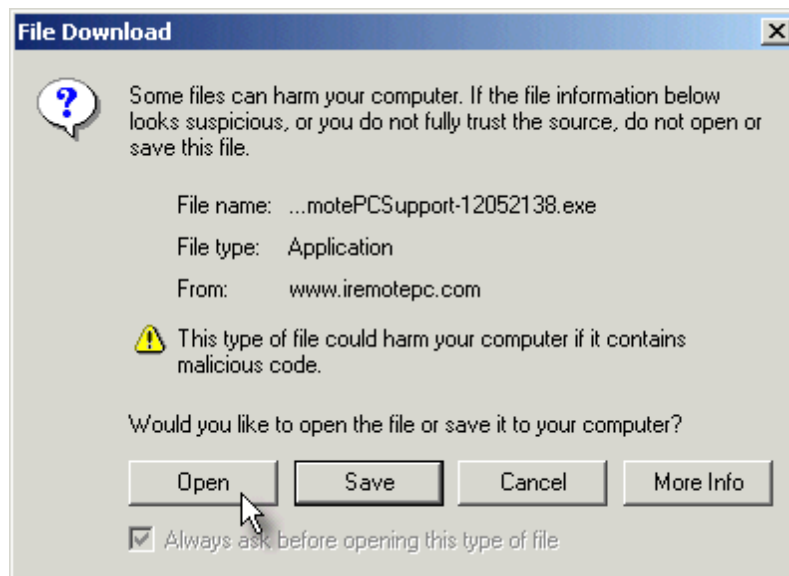
iRemotePC is a web based remote support service for IT technicians and experts to remotely support their clients and customers PC. The service allows them to remotely control your PC with ease and fully encrypted security...

A temporary client application is going to be loaded onto your PC for this session. It is automatically removed after session is completed and there will not be any traces of the program left on your PC.

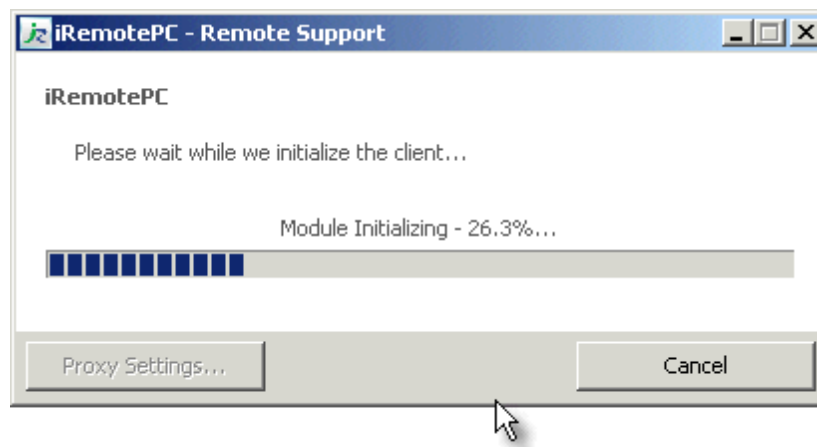
[Learn more about iRemotePC security practices...](#)

Then enter the Ticket ID and click the Start Support Session button. If you are using the email link which includes the Ticket ID, you will not see this web site at all!

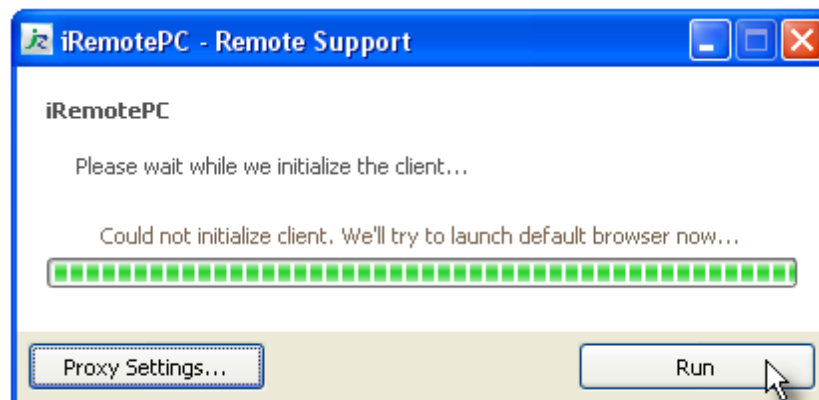
In both cases, the iRemotePC Service will want to download a small client program onto your computer. Most modern browsers will have a popup asking if you want to allow the download, and how. Please choose to Open... This will allow the download and automatically start the small client software. If you have firewall software running, you may be asked to allow network connections, etc. Please allow all of them.



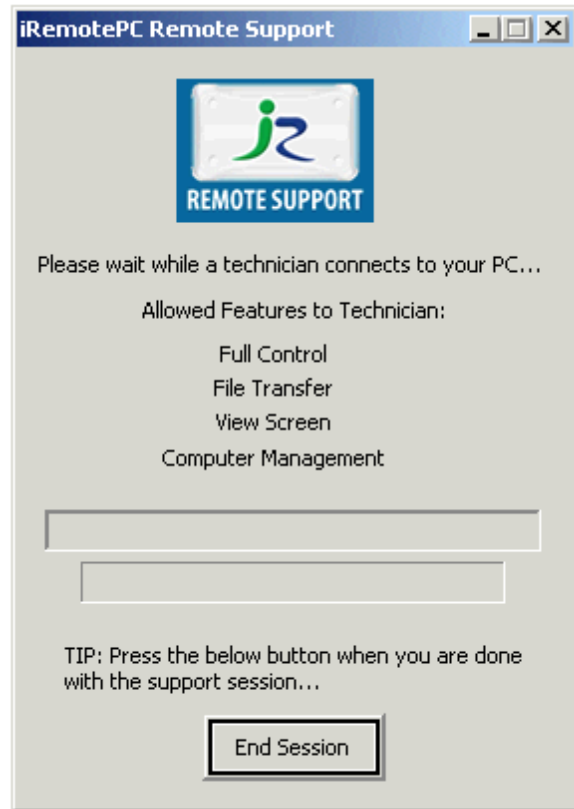
Once the download has succeeded, the client starts running... If some type of problem occurs, your browser will connect to the iRemotePC web site for assistance.



Once the download has been successfully completed, the client code will start. Your computer may be running firewall software that will require that you allow the client program to run.



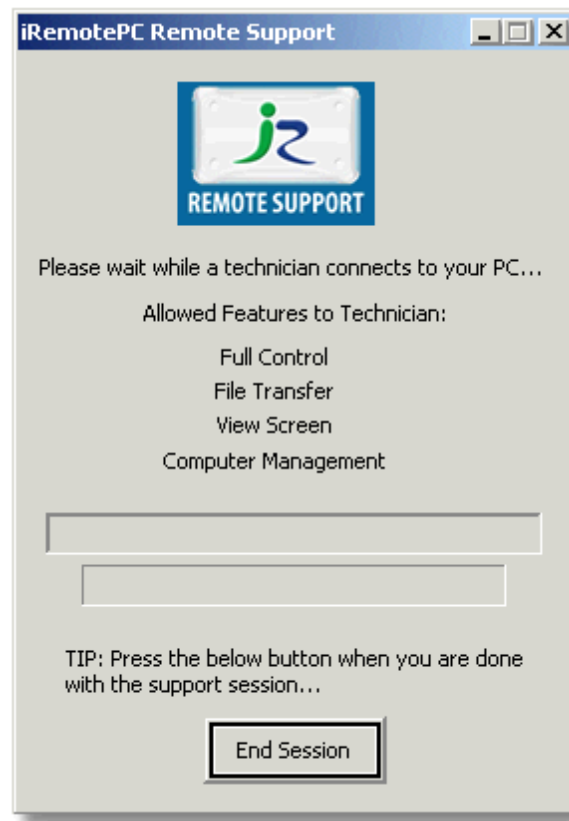
When the client starts, the following window will appear...



DO NOT close this window until the support session is to be ended. At the support computer, we will see that you are online at this point... When the support staff attempt to make the final connection, you will be asked if you wish to allow it. The name and email of the support tech will be visible so you may verify that the correct support person is making the connection.

15.3 During the Support Session

The first thing you should do after the connection has been made is **minimize** the window shown below:



The support tech will have complete control of your system. However, you still have control as well! Depending on the circumstance, you may be asked to perform some tasks while the tech watches everything, or sit and watch as the technician performs tasks. The technician may need to download and/or upload some files for your computer.

15.4 Ending the Support Session

The support session may be ended by either party. If you decide (for any reason) to cancel the session, just **restore** the Remote Session window (remember, we minimized it earlier), and click the End Session button. Typically when the session ends, iRemotePC will email a log file to both parties. The technician may use this to follow the problem, and you may use it to see what the tech was doing while on your system.

The iRemotePC software will completely remove itself from your computer.

One caveat: If your internet connection fails during the session, you will be required to perform the entire Startup Remote Session again. This will include downloading the client software and approving the connection again.

16 Using PreSquad.Com

This section will demonstrate the basics of using the online service PreSquad.com. If your club is interested in using this service, contact them at www.presquad.com. They will set up your shoot, and you will be able to manage the pre squadding from anywhere the internet is available.

16.1 PreSquad.Com Online



Menu

- » [Home](#)
- » [My Reservations](#)
- » [Contact Us](#)
- » [Help](#)

RSS

- » [Shoot Manager](#)

Shoot Manager: Login (for use by Trap Clubs and Organizations only)

Organization ID
Number

Password

Login

Trap Clubs & Organizations

Want to list your shoots on PreSquad.com? Download the [2008 Target Year Enrollment Form](#) and we'll get you started immediately. You'll increase the number of shooters that take advantage of presquadding, decrease the lines, and expose your shoots to a larger audience.

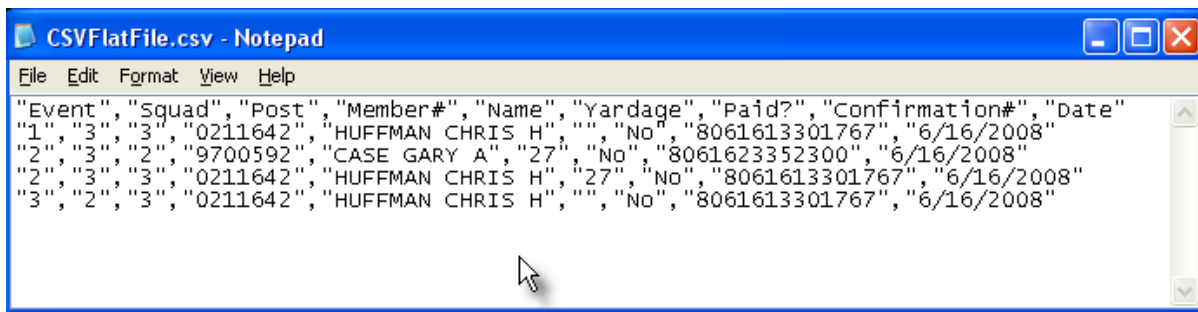
Shoot Manager: Download Reservation Data Files

Eagle Valley Registered Shoot
7/13/2008 - 7/13/2008

Download File for ezShoot Shoot Management System

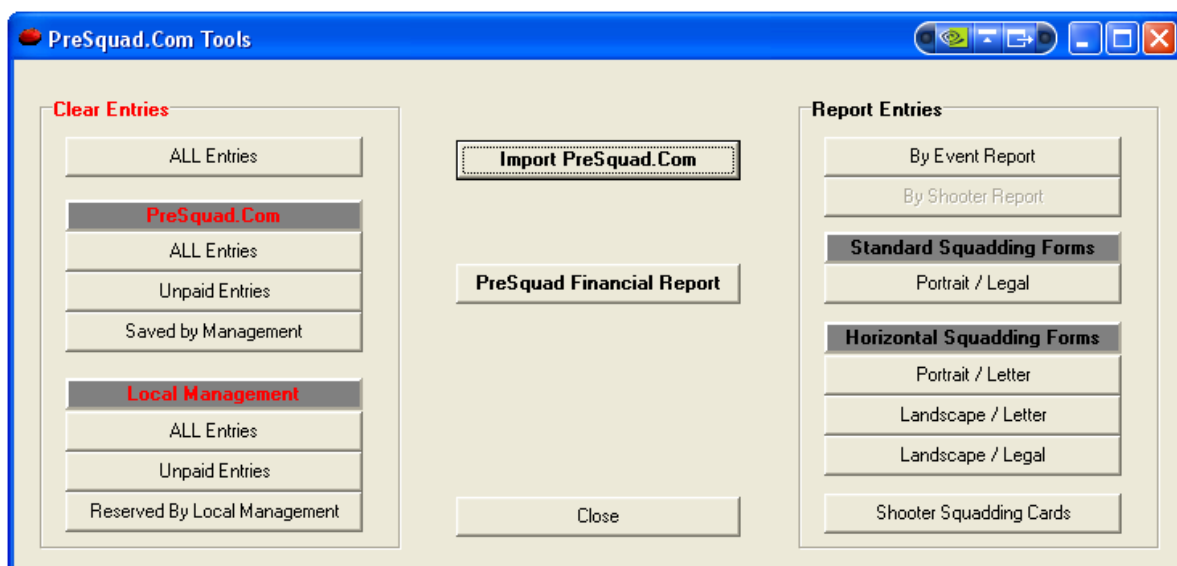
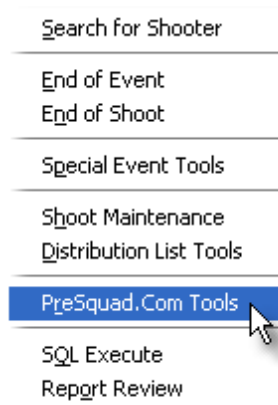
☒ Insert blocked squads as "Saved by Management" posts

Download Data



16.2 Import PreSquad.com Data

To use the PreSquad.Com data, use the **Tools -> PreSquad.Com Tools** menu item:



Since pre-squadding may be done using ezShoot or PreSquad.Com, each may be "cleared" independently. Notice the "Clear Entries" is displayed in red... This indicates that there are shooter already pre-squadded in the shoot. So be careful when "clearing" groups of shooters!

Once the data has been downloaded from PreSquad.Com, it can be Imported into the shoot. After importing the data, Squadding Forms may be printed... several formats are available.

17 Uninstall ezShoot

If you are preparing to Install a new version of ezShoot, you MAY need to uninstall ALL prior versions. Use the Windows **Start->Settings->Control Panel->Add/Remove Programs** and select ezShoot to remove.

The removal process will **NOT** delete your Club Information Files, your Local ATA Shooter Address Files, or your Membership Address Files.

Index

- 1 -

100 Options 34

- 2 -

25 Options 35

- 5 -

50 Options 35

- A -

Abbreviated Payoff 95
 Add Event 12
 Add Events List 16
 Added Dollars 36, 37
 Added Money 25, 29, 30, 32
 Class 25
 Compulsory 25
 Yardage 25
 Added Money/C 30, 32
 Adobe Reader 1
 Alphabetical 77
 Assign Buyer IDs to each Calcutta Group 102
 ATA
 Number 44
 Search 44
 ATA Hall of Fame Purse 26
 ATA Master Database 57
 ATA Membership 138
 ATA Number
 First Time Shooter 44
 Shooter 44
 ATA Shooters
 Email 151
 Email.csv 151
 Fax 151
 Faxes.csv 151
 Local 138
 National 138
 ATA Shooters EMail.csv 151
 ATA Shooters Faxes.csv 151
 ATA Zone Shoot 128
 Auction

Calcutta 28
 Special Event 28

- B -

Backup
 Compressed 136
 Shoot 136
 Transportable 136
 Beginning Year 142
 Borland
 DBMS 154
 IBConsole 154
 InterBase 154
 License 154
 Registration 154
 Borland InterBase Database Management System 154
 Break Type 128
 Buyer 28, 39
 Sale ID 105
 Buyer Portion 28
 Buyers 39
 Assigning to Shooters 102
 List 102

- C -

Calculations 95
 Calcutta 28, 39, 102
 Buyer Payout 124
 Group Number 104
 Sale ID 104
 Shooter Payout 124
 Special Event 28
 Cashier 62
 Cashier's Payoff List 95
 Check Register 124
 Buyers 124
 Organizations 124
 CheckRegister
 Shooters 124
 Checks 29
 ATA 124
 Print 125
 Printing Order 124
 QuickBooks 124
 Retains 124
 State 124
 Type 124
 Void 127

Class Added Money 32
 Class Purse 23, 34
 Classification 60
 Advanced 44
 After Event 44
 Beginning 44
 Declared 44
 Earned Yardage 44
 Special Category 44
 Clear Pre-Squadded Shooters
 Paid / Unpaid 177
 PreSquad.Com 177
 PreSquad.Com - Saved by Management 177
 Reserved by Local Management 177
 Club ATA Shooters 138
 Club Membership
 Edit 139
 Club Members 138
 Club Membership 139
 Email 142, 145
 Email.csv 145
 Fax 142, 145
 Faxes.csv 145
 Labels 139, 142, 144
 Last Year of Paid Membership 139
 Mailing Labels 142, 144
 Nickname 139
 No Mail 139
 Other Codings 139
 Phone List 142, 144
 Reports 139, 142, 144
 Select 139
 Club Membership Select
 Beginning Year 142
 Current Fiscal Year 142
 Color Settings 127
 Comma Separated Files 148
 Comma Separated Values 145, 151
 Compulsory
 Added Money 25
 Compulsory Optional 21
 Control Panel 1
 CSV 151
 CSV Files 145, 148
 Current Fiscal Year 142

- D -

Daily Fees 14
 Database Management System 154
 DBMS 154

Default Event 66
 Control Panel 1
 Setting 1
 Default Printer
 Checks 127
 Labels 127
 Report 127
 Score Board 127
 System 127
 Delete Event 12
 Desk
 Cashier 62
 Classification 60
 Pre-Squadding 58
 Squadding 61
 Detailed Payoff 95
 DipStick 30
 Dipstick Purse 28, 40
 Discount Targets 52
 Disqualification 52
 Disqualify 55
 Distribution List Tools 145, 151
 Doubles 16
 Doubles Master 16
 Duplicate Post 56, 57

- E -

Earned Yardage 100
 Letters 117
 Punch 117
 Edit
 ATA Shooters 138
 Club ATA Shooters 138
 Club Membership 138
 Shoot Definition 86
 Edit Event 12
 Edit Shooter 44
 Email 145, 151
 ATA Membership 151
 Club Members 145
 Club Membership 151
 Distribution 151
 Distribution List 145
 Exporting 151
 Local ATA Shooters 148, 151
 Ended 44, 56, 66, 95
 Entry Fee 16, 29
 Entry Fees 34
 Equal 31
 Equal /TD 36, 37

Equal/TD 31
Error Report
 Yardage Spread 56
Error Report 56
 Duplicate Post 56
Event 16, 55
 Add 12
 Add Events List 14
 Category 14
 Control Event 14
 Default 1
 Delete 12
 Edit 12
 Ended 44
 Insert 12
 League 14
 Name 1
 Number 1, 12
 Open 14
 Options 88
 Order 12
 Registered 14
 Squad Limits 14
 Start 88
 Started 44
 State 14
 Type 14
 Zone 14
Event Special Category 52
Event Started 52
Event Statistics 70
Event Type
 Master 14
 One 14
 Totals 14
Event Types
 Doubles 16
 Doubles Master 16
 Handicap 16
 Handicap Master 16
 Singles 16
 Singles Master 16
Export
 Address 151
 Address Labels 151
 EMails 151
 Fax 151
ezShoot
 Control Panel 1

- F -

Fax 145
 Club Members 145
 Distribution List 145
 Local ATA Shooters 148
File
 New 9
 Open 9
Financial 112
Financial Reports
 ATA 112
 Club 112
 State 112
Find
 Shooter 43
Find Shooter 44
 In ATA Master Database (see Search) 57
First Time ATA Shooter 44
Form Edit Box 128

- G -

General Preferences 128
Groups 37

- H -

Handicap 16
Handicap Master 16
Header Page 68
Help 1
 Manual 1
 PDF 1
 Windows 1
High Gun 31, 74, 90
High Gun by Class 76
Highlighting 128
Hustler List 71

- I -

IBConsole 154
ID
 Club 7
Ignore 66
Import Data 177
In / Out of State 12
In / Out of Zone 12

Initialize Calcutta Groupings 102
 Insert Event 12
 Insert Shooter 44
 Install 153, 154, 178
 Installation 154
 InterBase 154

- J -

Jackpot Purse 23, 34
 Junior playing the Money 52

- L -

Labels 29, 128
 Address 138, 139, 142, 147
 Address Labels 151
 ATA Master List 138
 ATA Membership 151
 Club ATA Shooters 151
 Club Members 138
 Club Membership 142, 144, 151
 Exporting 151
 Local ATA Shooters 138, 147
 Mailing 151
 Printing 138, 151
 Landscape Phone List 142, 144
 Large Table Top 73
 Last Year of Paid Membership 139
 League Shoot 12
 Legal 128
 Legend 128
 Letter 128
 Lewis Purse 26, 37, 38
 ATA Hall of Fame Purse 26
 Calculation Rules 26
 Classes 26, 38
 Groups 26, 38
 Retain 26
 Rules 38
 Licens 164
 License
 Club ID 7, 164
 Code 154
 Key Code 164
 Validate 7, 154, 164
 Local ATA Shooter
 Update 123
 Local ATA Shooters 128, 138
 Email 147, 148
 EMails.csv 148

Fax 147, 148
 Faxes.csv 148
 Labels 147
 Mailing Labels 147
 Phone List 147
 Reports 147
 Table 123
 Local ATA Shooters EMail.csv 148
 Local ATA Shooters Faxes.csv 148

- M -

Mailing Labels 139, 142, 147
 Club Membership 142, 144
 Local ATA Shooters 147
 Manual 1
 Mass EMail 151
 Membership EMail.csv 145
 Membership Faxes.csv 145
 Merge 128
 Miller Purse 27, 38
 Classes 27
 Qualifying Scores 27
 Mini Table Top 72
 Money Division Method 29, 31
 Money Handling Preferences 128
 Money in Lieu of Trophies 32

- N -

New
 ATA Member 46
 ATA Shooter 46
 Nickname 139
 No Mail 139
 Non-Registered 14

- O -

Open Option 30
 Open Purse 30
 Open Shoot 12
 Optional
 Added Money 21
 Compulsory 21, 32
 Dipstick 21
 Money 21
 Options 25 21
 Options 50 21
 Perpetual 100 21

Optional
 Perpetual 50 21
 Purse Lewis 21
 Purse Miller 21
 Purse Regular 21
 Special Event 21
 Types 21
 Optional by Class
 Added Money 21
 Options 25 21
 Options 50 21
 Purse 21
 Purse Miller 21
 Regular 21
 Optional Money 21
 Optional Money Statistics 95
 Options 29
 25 35
 50 35
 Options 25 30
 Options 25/C 30
 Options 50 30
 Options 50/C 30
 Other Codings 139

- P -

Payout 25, 26
 PCMaster 57
 Percent 31
 Perpetual 100s 37
 Perpetual 50s 36
 Phone List 142, 144
 Club Membership 142, 144
 Landscape 142, 144
 PreSquad 55
 PreSquad.Com 177
 Pre-Squadding 58
 Print
 Address Labels 151
 Score boards 67
 Print Receipt 128
 Printer Setups 127
 Printing Order
 Checks 124
 Procedures
 Auction 86
 Before the Shoot 86
 Calcutta 86
 End of Event 86
 End of Shoot 86

Review Shoot Definition 86
 Setup New Shoot 86
 Special Event 86, 102
 Start an Event 86
 Start ezShoot 86
 Start of Shoot 86
 Progressive 100 26
 Progressive 100s 37
 Progressive 50 25
 Progressive 50s 31, 36
 Purpetual 100 26
 Purpetual 50 25
 Purse
 ATA Hall of Fame Purse 26
 Class 23
 Compusory 32
 Dipstick 28
 Jackpot 23
 Lewis 26, 38
 Lewis Rules 38
 Miller 27
 Perpetual 100 26
 Perpetual 50 25
 Progressive 100 26
 Progressive 50 25
 Regular 23, 25
 Yardage 23
 Purse Lewis 26, 30
 Purse Miller 30
 Purse Regular 23, 30
 Purse Regular/C 30
 Purses 29
 Purses & Options
 Added Money 30
 Added Money/C 30
 DipStick 30
 Options 25 30
 Options 50 30
 Purse Lewis 30
 Purse Miller 30
 Purse Regular 30
 Purse Regular/C 30

- Q -

Qualifier 31
 Qualifiers 29, 38, 39, 102

- R -

Registered 14

Registered Shoot 12
 Regular Purse 23, 25, 34
 Regular Purse/C 34
 Reinstate 55
 Report 68
 Reports 66
 Alphabetical 68, 77
 ATA Shooters 138
 Club ATA Shooters 138
 Club Membership 138
 Earned Yardage 68, 100
 Event Statistics 68, 70
 High Gun 68, 74
 High Gun by Class 68, 76
 Hustler List 68, 71
 Large Table Top 68, 73
 Mini Table Top 68, 72
 Score Board 69
 Score Boards 68
 Shooter Number 68, 78
 Trophy List 81
 Retain 25, 26
 Retain For 34
 Retain Percentage 34
 Rose Point 31

- S -

Sale ID 104, 105
 Assign 104
 Initialize 104
 Sanctioning Body
 ATA 12
 Club 12
 National 12
 State 12
 Score Board 68, 69, 128
 Header Page 68
 In/Out State 68
 Post 66
 Score Boards 66
 Header 67
 Print 67
 Score Keeper 66
 Entered 66
 Printed 66
 View 66
 Scoreboards 29
 Scores
 Enter 66
 Post 66

Search
 Shooter in ATA Master Database 57
 Search for Shooter 44
 Select
 Beginning Year 142
 Current Fiscal Year 142
 EMail List 142, 147
 Fax List 142, 147
 Labels 142, 147
 Phone List 142
 Sort 142, 147
 Shoot
 Copy 9
 Edit 9
 League 12
 New 9
 Open 12
 Registered 12
 State 12
 Zone 12
 Shoot Definition 86
 Shooter 28
 Add 44
 ATA Number 43, 46
 Basic Data Entry 43
 Button 43
 Data Entry Forms 42
 Delete 44
 Disqualify 44, 52, 55
 Doubles Class 52
 Edit 44
 Entry 43
 Find 43, 44
 First ATA Shoot 46
 Forgot ATA Card 46
 Handicap Yardage 52
 ID 44
 ID Number 46
 Insert 44
 Name 43
 Number 44
 Reinstate 44
 Sale ID 105
 Shooter ID 43
 Singles Class 52
 Special Category 52
 Withdraw 44, 52, 55
 Shooter / Buyer Split 28
 Shooter Cards 177
 Shooter Number 78
 Shooter Portion 28
 Shooters

- Shooters
 - Assigning Buyers 102
 - Earned Yardage 119
 - New 119
 - Unknown 119
 - Shooter's Payoff List 95
 - Singles 16
 - Singles Master 16
 - Special Categories 128
 - Special Event 28, 31, 39
 - Added Dollars 39
 - Assigning Buyers 102
 - Auction 28
 - Buyer 28, 39, 105
 - Buyer Payout 124
 - Buyer/Shooter Split 39
 - Buyers 102
 - Calcutta 28, 39, 102
 - Calcutta Group 102, 104
 - Cashier's Report 102
 - Groupings 102
 - Paid 105
 - Procedures 102
 - Running 102
 - Sale ID 104, 105
 - Shooter 28
 - Shooter Payout 124
 - Shooter's Report 102
 - Sold For 105
 - Who Bought Me Report? 102
 - Special Key
 - 55
 - * 55
 - + 55
 - <cr> 55
 - <tab> 55
 - 0 55
 - 1 55
 - Split 31
 - Shooter / Buyer 28
 - SQL
 - Execute 132
 - Reports 132
 - Save 132
 - Squad 55
 - Squad.Post 52, 56
 - Disqualify 55
 - PreSquad 55
 - Reinstate 55
 - Squad 55
 - Withdraw 55
 - Squadding 61
 - Squadding Forms
 - Landscape 177
 - Legal 177
 - Letter 177
 - Portrait 177
 - Printing 177
 - Start
 - Event 88
 - Started 44, 66
 - State 128
 - In / Out 12
 - State Information Form 52
 - State Shoot 12
 - Support
 - email 171
 - Phone 171
- ## - T -
- Tools
 - Distribution List 145
 - Top Gun Report 90
 - Trap & Field Report 121
 - Trophies
 - Money in Lieu 32
 - Trophy
 - Assign 18, 41, 93
 - List 18, 41, 93
 - Winner 93
 - Trophy List
 - Web 122
- ## - U -
- Uninstall 153, 154, 178
 - Unknown
 - ATA Member 46
 - ATA Shooter 46
- ## - V -
- Validate
 - Squadding 56, 57
 - Validate License 154
 - Verify 66
- ## - W -
- Web
 - Trophy List 122

Window Help Files 1

Withdraw 52, 55

- Y -

Yardage Purse 23

Yardage Spread 44, 56, 57

- Z -

Zone

In /Out 12

Zone Shoot 12